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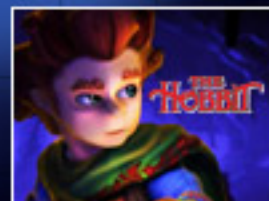


BLOWOUT
... THE MOST ANTICIPATED TITLES

MAY 2002 - IGNINSIDER

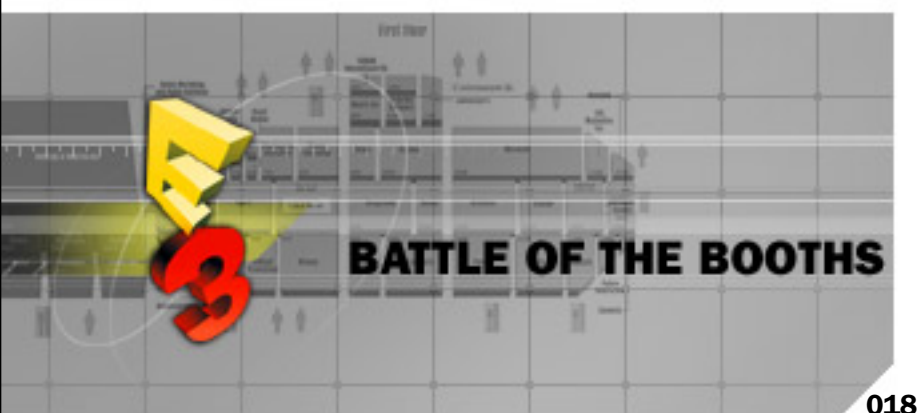


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:: Who Will Have the Best Showing At E3?
:: The Hobbit for GameCube
:: 2002 FIFA World Cup Guide





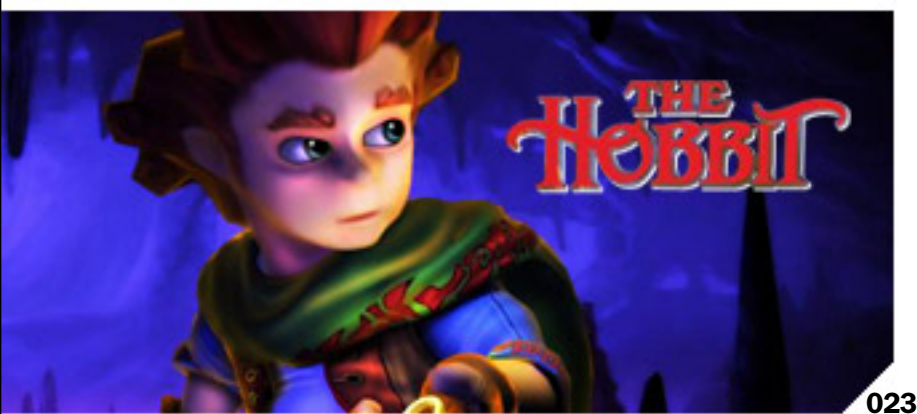
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Letter from the Editor ::

As I write this we're on our way out the door to go to E3, the biggest videogame convention in the world. Every year all the game developers and publishers get together to show off their wares currently in production, and fill the lives of online gaming journalists with 17-hour workdays and turn us all into alcoholics. Thanks a lot!

Because we have the inside track on many of the games being shown at the expo, we've compiled a list of our "most-anticipated" games of the show, with an inside look at five for each platform. In addition, the editors are duking it out once again with their predictions of who will be the big winner at this year's show, both in terms of the best games and the best booth. Should be quite a battle, and you can see it all on IGN Insider because we'll have video of all the biggest booths so you can get a taste of what it's like being at the big show.

So enjoy this pre-E3 issue of IGN Unplugged, and make sure to check out all the IGN sites between Wednesday May 22nd and Friday May 24th, because we'll be updating every site several times a day with all the latest gaming info from the show floor.

Gotta run!

Tal Bleivins

– Tal Bleivins

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EMAIL OF THE MONTH ::

BE A SUPERSTUD! VIAGRA ONLINE! STAY HARD FOR HOURS, MAKE HER BEG FOR MORE!
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BE THE TALK OF THE TOWN. BE A SEXUAL A SEXUAL DYNAMO!
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No Doctor office's to visit. Simply fill out our online form, and our U.S. Doctor will write your prescription and we will send your order within 48 hours.
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DVD ::

Spy Game DVD Problems?

Have you had anyone else write in about their Spy Game DVD screwing up? I just bought mine and the captioning just switches on without me telling it too. I will set the language to no captioning or subtitles and the thing will play without them for maybe one or two minutes and then they will start popping up. This is really annoying and I don't know how to fix it. When I press the subtitle button on my remote, it tells me that English subtitles are off, but they still appear on the screen.

– Austin

Jeremy responds: Yes, this is a common problem with some pressings of the Spy Game DVD. Universal has started to replace the discs already.

Farscape Season One

Just finished reading your review of the 11th Farscape DVD and I was hoping you could answer a question that's been nagging me since these disks hit the market. I've been a fan of the series since day one, but I've hesitated buying the discs for one reason...fear of the double dip. My question: is there any word of Farscape being released as a Boxed Set? I'd hate to start collecting these disks only to have a sweet Boxed Set come along a few months later. Your thoughts?

– Jack

Jeremy responds: They are releasing boxed sets of two DVDs each to se-

lect stores, but so far there aren't any plans that I know of to do a full season boxed set.

PC ::

Two Sam and Max

Why did LucasArts never make a sequel to Sam and Max Hit the Road? It is the best adventure game that I have ever played. It was very funny and I never got too confused about the plot. If they made a sequel, I would definitely buy it.

– Joseph

Ivan DeeZ responds: Sales dictate all Joseph. I suppose bothering to invest more time and money into a project that would sell infinitely worse than anything with Star Wars slapped on the front was deemed financially unjustifiable by someone high in the ranks of LucasArts. You'll never get clearer an answer out of Lucas, unless you speak walrus, of course.

Diablo, Again and Again

In regards to Diablo 3. I'm just wondering if you have heard of anything about the game? Think we'll hear details at E3? Thanks, great site.

– Devin

Ivan DeeZ responds: While we haven't heard any official Diablo 3 speak, we can say with total certainty that the series will see a third outing. Here's how it works... When you develop a game that sells a gazillion copies, it's customary to make a sequel. When that sequel sells a gazillion copies, it's customary to turn the saga into a

trilogy. This continues until the game stops selling well, regardless of whether or not it is unanimously hated by all (the Tomb Raider effect).

Blizzard will make another Diablo. It will be in development for six years, and it more likely than not (99%) will not be shown at E3. Expect WarCraft III and World of WarCraft to be the focus of Blizzard for some time to come. Perhaps this fall's ECTS will reveal something new and fresh (Blizzard has traditionally been rather fond of Europe's premiere electronic entertainment exposition). Whether that is Diablo 3 or not remains to be seen.

FILMFORCE ::

Akira... Why God?

Why God!? Why!? Why make an Akira live action movie!? Is there nothing sacred left in this world!? Oh God, I would rather the apocalypse come than this! Please say that I'm not alone when I say that we, fellow Akira fans, must burn down the production papers and the people that the idea lives in? Who's with me? Seriously though, I will if more people are okay with it.

– Seth

Linder responds: Seth, first of all, I'm not God, but if I were I'd make sure this Akira thing was done right. I understand your passion for the film, but please don't go burning anything, or anyone down. These live-action anime properties are becoming more and more common – a live-action Dragon Ball Z is also in the works. ▶

don't think it's necessarily a bad idea, but the chances of it getting done right are slim.

Hulking Out in the Bay Area

I just saw the tail end of a report on local news here in San Francisco that said "The Hulk" was shooting in the area. What do you know about this?

– Dave B.

Linder responds: Dave, Ang Lee's *The Hulk* is indeed shooting on location in San Francisco. They actually shot some scenes around the Golden Gate and Bay bridges that involved Army helicopters – although they were actually civilian helicopters made to look like army versions.

GAMECUBE ::

Maced

Do you know if Mace Griffin: Bounty Hunter is coming to GameCube?

– Robby29

Matt responds: Yes, I do, but I can't tell you. Oh, all right – since you're crying and all. The game is in fact coming to GameCube. It'll be playable on Nintendo's next-generation console at this year's Electronics Entertainment Expo, at which point I, uh, plan to play it. Better news, the game is scheduled to come out for GameCube this September, so you won't have too much longer to wait. Who says I don't love you? Huh? Come on! Answer me, damn you!

Soul Calibur 2

Will Soul Calibur 2 be playable at E3? I'm dying to know!

– Calibur Idioto

Matt responds: Yes. But only for the arcades. The home console versions of the game will not be shown in any form, as I know it. So don't expect to be playing it at Nintendo's booth. Or Sony's. Or Microsoft's. Well, unless Microsoft buys the arcade industry anyway, which I'm not entirely ruling out.

The reason the game won't be pushed by Namco for home consoles at E3 is because it isn't coming out for our lovely systems this year. It's a 2003 release. So sorry.

PLAYSTATION 2 ::

Playing Online?

I just need to find out all I can about exactly how Final Fantasy XI Online is going to work. What extras am I going to need other than the PS2 will I need to get for it to operate and how does all that work?

– Blackberry_Merlot@hotmail.com

David responds: At the very least, you'll need the game, the PlayOnline connection software, the PS2 network adapter, the PS2 hard drive, and a net connection, probably (but not necessarily) broadband. Watch this space, however.

Mega Gone

Capcom is releasing Mega Man Zero for the GBA. Has there been any news on a Mega Man, Mega Man X, or Mega Man Legends game in development for the PS2?

– paul_carter2@hp.com

David responds: Only in our deranged, wishful dreams.

GAME BOY ::

I Want My Blob!

Hey...back when Nintendo was popular I was in love with the game A Boy and His Blob. I was wondering if you had ANY information about it coming out for GBA...it says it on the nintendo website, and there is game boxart on this site..but no info. Is it even coming out? I'm such a nerd...i loved that game so much and it would be so great to have it on GBA! Thanks.

– Jenna

Craig responds: : "A Boy and his Blob" was announced for the Game Boy Advance last year around this time, but according to the publisher (Majesco), the project was quietly

canned. It's no longer coming out for the handheld. Sorry, them's the breaks.

Where Have All The Good Codes Gone?

When are the codes for THPS 3 for the GBA going to be released? I'm crazy about the game and want to get the codes. plus they have a "movies" section in the game and I'm desperate to unlock it. The game has been out for quite a while and the codes still aren't out. I REALLY want to get them. Why aren't the codes out?

Thanks for reading. Please help me get the answer.

– edward

Craig responds: Believe it or not, Tony Hawk Pro Skater 3 on the Game Boy Advance does not have any codes, according to the developer of the game. I'm guessing the reason behind this is because someone leaked the codes for Tony Hawk 2 on the GBA a couple of days before the game actually shipped. So, as a failsafe for the sequel, there were no codes programmed into the game.

XBOX ::

UNPLUGGED #11

For the Xbox mail this month, we're going to refer back to issue #11 since the editors sent us the same mail we used for that issue.

Aaron responds: Whatever, Jack-ass.

You can email the editors at:

cube_mail@ign.com
xbox_mail@ign.com
filmforce@ign.com
dvd_mail@ign.com
ps2_mail@ign.com
pc_mail@ign.com
pocket_mail@ign.com



THE GREAT E3 ROUND-UP

Find out what the editors of IGN are most excited about at this year's big show.

As you can imagine, here at IGN we see lots of games throughout the year, in various stages of development. Yes, there's no denying it – we're privileged. But luckily we're not jaded, and there are some games out there that even make us as giddy as little schoolgirls about to go on a trip to the dolly factory.

In this feature you'll get a little sneak-peek at E3 as the IGN editors reveal the five games that they're most looking forward to seeing for each platform. Oh yeah, this is a good list. Dolly!

GAME BOY ADVANCE

CASTLEVANIA: HARMONY OF DISSONANCE

Developer: Konami

Publisher: Konami

Release Date: October 2002

One of the most successful titles in the GBA's first year was Konami's *Castlevania: Circle of the Moon*. As good as the game was, it suffered from one of the problems of being a launch title: the game was much, much too dark for the GBA's LCD screen. The company's readying a sequel on the handheld for release this fall, *Castlevania: Harmony of Dissonance*, and early screens of the Japanese version show that the development team has at least addressed the brightness issue.

As for gameplay, well, Konami's kept a pretty good lid on this project, other than showing off an updated side-scrolling engine for the sequel. The original title didn't push too much of the GBA's special hardware capabilities, but we're hoping for more eye-popping visuals for this game...the team's not rushed to get this title to stores this time. ▶



CASTLEVANIA



CASTLEVANIA

ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP**CONTRA****Developer:** Konami**Publisher:** Konami**Release Date:** October 2002

Though the company hasn't officially revealed this project yet, Konami is indeed working on a Game Boy Advance version of *Contra*...it's been on release lists for months now. This popular shooter in Konami's library has seen updated versions for the PlayStation and Saturn, but none could come close to the amazing fun of the company's Super NES game. And that's what the Game Boy Advance version is rumored to be. With additional features, naturally.

And the Game Boy Advance's link cable support means that the two-player aspect of the game design can be recreated on the hardware...which could also mean that this game could be the first *Contra* title to be a four player adventure? Well, that's wishful thinking, of course, but it's a good thought at any rate!

METROID**Developer:** NST**Publisher:** Nintendo**Release Date:** TBA

At last year's E3 expo, Nintendo dropped a tiny hint of a Game Boy Advance *Metroid* game in development, by showing about 10 seconds of really horrible, crappy gameplay footage of the title in question. That was all she wrote, too. No gameplay details, no developer information, no storyline. Nothing.

It's a year later and Nintendo still hasn't revealed any more details of the Game Boy Advance project. But a year can make all the difference in the world on a GBA title, and we're pretty sure that Nintendo will reveal a lot more information on this portable *Metroid* title...and even have it playable on the show floor.

POKEMON ADVANCE**Developer:** GameFreaks**Publisher:** Nintendo**Release Date:** Late 2002/Early 2003

The biggest title at the expo, at least where the Game Boy Advance is concerned, will definitely be *Pokémon Advance*...if it's far along enough to show off to the US crowd. See, it's only barely started to flood the Japanese gaming press, and since it's technically a Japanese series first and foremost, Nintendo's head office might hold off on

releasing information at this show. But we're hopeful.

If it does make a showing, expect Nintendo to go all out...this Game Boy Advance RPG will feature more than 100 new *Pokémon* creatures to exploit. Nintendo will most likely not just show off the game on the handheld system, but also images and the US names of all the cute critters that will be available to catch and collect. And if it's far along enough, the company may even demonstrate the long-awaited connection between the GBA version and the expected GameCube *Pokémon* game...whatever that may end up being. ▶



POKEMON



SUPER GHOULS & GHOSTS



ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP

SUPER GHOULS & GHOSTS

Developer: Capcom

Publisher: Capcom

Release Date: Late 2002

Capcom has a history of re-releasing their classic brands on the Game Boy Advance hardware, right from the beginning: *Final Fight*, *Street Fighter II*, *Breath of Fire*...and at E3, the company will show off the near-final GBA conversion of its original Super NES action title, *Super Ghouls & Ghosts*. This series has been wanted by many GBA owners since the system's release, so expect a huge reception at E3.

The portable version of this game, judging from the recently-announced details from the Japanese version, will be both a new-and-old package – the original SNES adventure will be in there, complete with the same graphics and level struction. But it will also have a "remix" option, much like what Nintendo did with *Super Mario Advance*: the Remix edition of *Super Ghouls & Ghosts* will feature new artwork for objects and backgrounds, and enemies and items will be switched around to different parts of the level.

GAMECUBE

METROID PRIME

Developer: Retro Studios

Publisher: Nintendo

Release Date: Late 2002

This 3D first-person adventure / exploration title comes as the next installment in Nintendo's classic franchise. It's got Samus. It's got big guns, and lots of them. It's got mouthwatering gadgets, and lots of them. And to top everything off, it's got a whole lot of big, multi-leveled 3D environments begging to be explored. Some of these areas are designed to spark memories of old-school play with *Super Metroid*, as gamers will have to roll into a ball as Samus and figure out ways up, around, or through a wall or object – presumably to a new gadget just beyond. Metroid Prime's mix of polished play mechanics, stylish visuals and impressively smooth 3D engine could make it the hit of the show. In fact, if everything comes together as planned, Retro's shooter / exploration *Metroid* take could walk away as Game of E3. It's got that much promise.

PERFECT DARK 0

Developer: Rare

Publisher: Nintendo

Release Date: 2003

A true 3D first-person shooter, Rare's *Perfect Dark 0* should complement Retro Studios' *Metroid Prime* in every way. The title, a sequel to the N64 *Perfect Dark*, is still largely a mystery. We only know that Rare began work on the game as far back as August 2000, and that it has ▶



METROID PRIME



METROID PRIME



ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP

progressed very well since, according to Nintendo. Rumors abound indicate that gamers may actually play as Joanna Dark's sister this time around, who is on a quest to save her kidnapped sibling from an even more convoluted, shocking conspiracy involving corrupt governments and aliens. Expect a massively updated game engine enabling significantly more realistic visuals, more characters on-screen, and some seriously new and improved guns and gadgetry. Rare is a developer that takes its sweet time delivering products, but in the end they always come out right. *Perfect Dark 0* should prove a testament to this development philosophy once more, which is why we're so excited about its E3 debut.

RESIDENT EVIL 0

Developer: Capcom

Publisher: Capcom

Release Date: October 2002

Not since *Code Veronica* have fans of survival horror received a truly original next-generation update in the *Resident Evil* series. But that's about to change. Come E3 2002, Capcom will unveil a fully playable version of *Resident Evil 0* on GameCube. The title stars both Rebecca Chambers and newcomer ex-Navy Seal Billy Cohen on a quest to escape a train filled with zombies, and its surrounding areas. Players can explore the train and its stops as either Rebecca or Billy, and switch between

either at will. Even better, though, is that for the first time ever in the series items can be dropped on the spot, enabling players to set an object down wherever they choose so that they can make room for another. The game, like *Resident Evil* remake, uses pre-rendered backgrounds and polygon overlays for some of the most beautiful graphics on Nintendo's next-generation console. And the storyline is completely original. We can't wait. ►



RESIDENT EVIL 0



RESIDENT EVIL 0



MARIO SUNSHINE



ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP

SUPER MARIO SUNSHINE

Developer: EAD, Nintendo**Publisher:** Nintendo**Release Date:** August 2002

Designer Shigeru Miyamoto knows how to see through amazing games. He created Mario, and over the years he has re-created the mascot. In *Mario Sunshine*, the Italian plumber is born yet again, this time as an evolution of the style and play innovated in *Mario 64*. The game, another 3D platformer, pits players as Mario and sets him into a bright and colorful world filled with mysterious rainbow splotches. Much of the game remains a mystery, but we do know that a pack atop Mario's back is used to spray the rainbows and battle enemies. Mario can of course run, jump, flip, dive, and hang his way up and around huge 3D worlds with mechanics that have been smoothened over and tweaked to near perfection. So far the title's visual style, lacking in geometry and detailed textures, has failed to floor gamers. But in terms of playability, it's unlikely that *Mario Sunshine* will have any serious competition.

LEGEND OF ZELDA

Developer: EAD, Nintendo**Publisher:** Nintendo**Release Date:** Late 2002

When Nintendo unveiled its cel-shaded take on *The Legend of Zelda* franchise at Space World 2001, gamers jaws

dropped open – not so much in amazement as in confusion. Shigeru Miyamoto remained firm, saying that the new look was what the developer wanted for the franchise, and that once gamers finally got a chance to play it all in action they would understand. Of course, everyone's been eagerly awaiting that chance. Indeed, whether one agrees with the visual presentation or not, there's no denying the level of impressive technology involved. Link and enemies animate with a cartoon fluidity through beautifully drawn and ►



LEGEND OF ZELDA



MARIO SUNSHINE



LEGEND OF ZELDA



ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP

colored cel-shaded worlds. The gameplay mechanics, meanwhile, seem to be evolved since *Majora's Mask*, enabling gamers all of the options and opportunities from previous games, and injecting even more abilities and items in too. Believed by many to become Game of the Show. Get ready to be surprised. Get ready to be happy.

sanity challenging fun. The game itself is of the action adventure horror persuasion taking you on a journey down the rocky road to mental instability. With a look that instantly brings the creepy atmosphere of Lovecraft stories to life, we can't wait to see if it has the motsa to do justice to the Cthulhu mythos. ▶

PC GAMES**AGE OF MYTHOLOGY**

Developer: Ensemble Studios

Publisher: Microsoft

Release Date: Late 2002

Why are we looking forward to seeing this game? We're always looking forward to seeing this game. The track record that Ensemble Studios has is one of the best in the business and there's always something new to see. That and there's just something about a "historical" RTS that mixes mythological beings and ideas in to the mix that gets us all giddy. We're really looking forward to finally seeing the single player portion that Microsoft has been hiding behind their Oz curtains. What we've seen up to this point was mostly demos and unit abilities. Seeing it all come together in a campaign should be great. Mix that together with some of the best visuals we've seen in an RTS and you've got a game people will be lining up to get a look at. There's just so much good stuff going into this title it's hard not to be excited to see it again at the big show.

**AGE OF MYTHOLOGY****CALL OF CTHULHU: DARK CORNERS OF THE EARTH**

Developer: Headfirst

Publisher: Fishtank Interactive

Release Date: Late 2002

H.P. Lovecraft remains one of the creepiest and most influential horror and suspense writers through history. His way with words and fascination with the mental fallout of terror and the supernatural are of definite interest to all of us here at IGNPC. Now having a game directly inspired from the works of Lovecraft and the tabletop RPG is pretty thrilling. We started hearing about *Cthulhu* a couple of years back and really haven't had the opportunity to see any gameplay to this point. But at this year's show, we'll finally be seeing the gameplay and all of its mind-bending

**CALL OF CTHULHU**



ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP

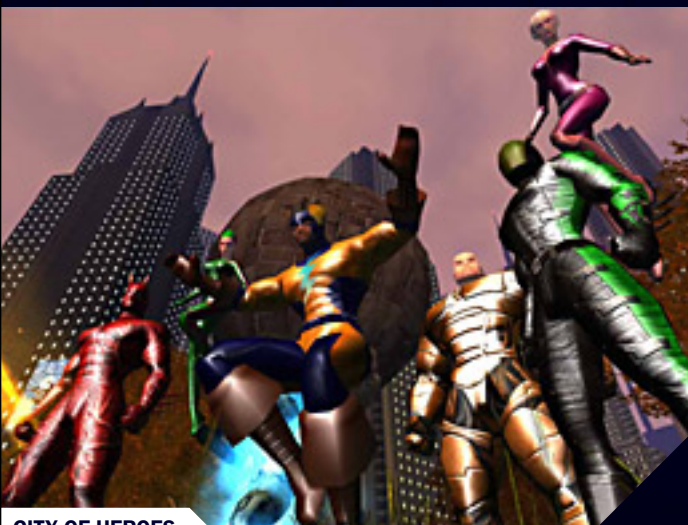
CITY OF HEROES

Developer: Cryptic Studios

Publisher: NCSoft

Release Date: Late 2002

If the screenshots and premise of Cryptic's MMORPG are any indication, *City of Heroes* is going to be the most heroic of online endeavors when it launches sometime in



CITY OF HEROES

2002. And why not? Imagine creating your own Dantastic Avenger or Ivan Ivanor the Ivantron and rampaging through a living, breathing city, laying waste to all comers big and strong, friend and foe. And even then not just with mere and meager punches, but rather with bolts of lighting, supersonic kicks, and pelvic thrusts so powerful they could topple a building or launch a bus into orbit. If it's anything at all like the PC's latest and coincidentally greatest superhero effort, *Freedom Force*, then players should have way more than light beams and fireballs to look forward to. Tantalizing us with EverQuest addiction, GeForce 4 graphics, complete customizability, individuality, and scale, *City of Heroes* effortlessly plows through the ranks of the other mundane mortals and secures itself a much deserved position as one of our E3 most wanted.

PLANETSID

Developer: Sony Online

Publisher: Verant

Release Date: Late 2002

We play a lot of first-person shooters around the office, but we still tend to like them a bit as well. Playing team based shooters just brings the love to a cooperative and even more competitive arena. Now Sony Online will be bringing team based shooters to a whole new level with their massively multiplayer persistent first person shooter ▶



CITY OF HEROES



PLANETSID



ELECTRONIC ENTERTAINMENT EXPO 2003

THE GREAT E3 ROUND-UP

PlanetSide. We've been trying to pay as close attention to this one as we could since its announcement a couple of years back, but this year should be the first time that almost all of the features will be in place. The last time we saw the title was about a month after E3 last year and it looked pretty impressive then. Getting a chance to see how the game has progressed in that time will give us the chance to see if this ambitious project has what it needs to be the hit everyone expects.

STAR WARS: KNIGHTS OF THE OLD REPUBLIC

Developer: BioWare**Publisher:** LucasArts**Release Date:** Spring 2003

Are you kidding? The first Star Wars role-playing game and one of the best developers in the industry? Of course we're interested! It only helps fuel our interest that BioWare and LucasArts have been frustratingly tight-lipped about this one ever since the title was shown at last year's E3. Set 4,000 years before the action of the films, *Knights of the Old Republic* features cinematic Jedi combat, space-traveling scoundrels and vicious bounty-hunters. Having just seen *Neverwinter Nights* in action, we think that the new 3D engine for *Knights* will definitely satisfy. LucasArts has had recent success piggybacking their license on the

shoulders of top-tier developers like Ensemble and Raven. We've got every hope that *Knights of the Old Republic* will add another great title to their catalog. If anything, the combination of the *Baldur's Gate* team with the Star Wars franchise is sure to generate a lot of cross-appeal for the title. ►



STAR WARS: KNIGHTS



PLANETSIDE



STAR WARS: KNIGHTS

ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP**PLAYSTATION 2****DEVIL MAY CRY 2****Developer:** Capcom**Publisher:** Capcom Entertainment**Release Date:** Fall 2002

When we heard that *Devil May Cry 2* was in the works back in January, the usual thoughts about Capcom sequels passed through our minds: A little more of this, a little more of that, minor changes, improvements, and a few extra cool items for the fans.

With Dante having survived the fight with the ultra powerful demon lord (or whatever his name was) in *DMC1*, and setting up shop again as a for-hire gunsman, his return for a second game should prove interesting in several levels, above and beyond our slight cynicism. The first game enabled players to sneak back and forth from one room to another and power up far too easily, and we're hoping that is fixed. But on a more profound level, the game should feature a new threat to mankind, with a new boss and several new kinds of minions to confront. We can't wait.

NFL 2K3**Developer:** Visual Concepts**Publisher:** Sega America**Release Date:** Fall 2002

Even though Sega's football series appeared a tad late on the release list for gridiron games last year, few diehard football fans missed it. The game was as good as the top-ranking football game on PlayStation 2, *Madden NFL 2002*, and excelled in several areas where *Madden* didn't. The Defense AI was a little screwy at times, but the running game was easily one of the best ever in a videogame, and the animations overall were superb.

Not that EA isn't, but Visual Concepts seems especially burning at the seams to beat *Madden* and win the Superbowl of videogame football games. We expect that several changes will be made to the game to add to its already superb set of features. These changes include a different interface (we hope), an even better running game, an excellent set of plays (we expect these to be very good), and the wittiest commentary this side of North Carolina.

RATCHET AND CLANK**Developer:** Insomniac Studios**Publisher:** Sony Computer Entertainment America**Release Date:** Fall 2002

Insomniac's latest game should take the 3D platform genre to new heights, at least we hope. From the hours of gameplay we've already had, we can say this, Insomniac's ►

**RATCHET AND CLANK****NFL2K3**



THE GREAT E3 ROUND-UP

game is broader than most, with RPG, adventure and shooter aspects. So, with a strong nod to *Super Mario 64*'s play mechanics and a foot in several other doors, this feels familiar but also distinct enough to give gamers something worthwhile.

With two distinctly different characters to play, gamers can get to grips with a furry extreme mechanic, Ratchet, and a dexterous little robot with a million little gadgets in hand, Clank. We were able to play just a few levels in the game, and because each level takes place on a different planet, each one should look and play entirely differently. The game is also filled with moving objects and huge environments. This is definitely one to keep an eye out for.

SOUL CALIBUR 2

Developer: Namco

Publisher: Namco

Release Date: Winter 2002

Namco's masterful weapon-based brawler became an international favorite when it made the cataclysmic leap from *Soul Blade* on PlayStation to *Soul Calibur* on Dreamcast. With few imperfections it was the surprise must-have game on Dreamcast and remains one of, if not the, best fighting game ever.

Which puts us in a pretty tight predicament, right? How will Namco improve a nearly perfect game? We all want more of this, better that, and extra stuff, but where can *Soul Calibur 2* truly improve on its predecessor?

From our early looks at the arcade game in Japan, we know the four extra characters (Yunsung, Rafael, Casandra, Talim) add to the already heavy list of weapon-bearing brawlers. The landscapes, or arenas promise to include various uneven surfaces, creating a slightly more strategic emphasis your location on them, and complementing that notion is a freer sense of movement in the characters themselves.

ZOE 2

Developer: Konami KCE West

Publisher: Konami America

Release Date: Winter 2002

One of the 2000's most anticipated Konami games, *Zone of the Enders (ZOE)* was both a fantastic visual feast that delivers one of the best camera systems in the universe, and a disappointment in gameplay. Well, it was also highly

anticipated since there was that little extra one-level demo of *Metal Gear Solid 2: Sons of Liberty* on it, which might have helped sales a wee bit...

The point, however, is that there was much left to be desired in *ZOE*. The game had simple, perhaps even dull levels and missions, which didn't terribly engage gamers to play through too much of it. And if they did happen to love *ZOE* and play through all of it, the game was quite short, too short. So, we're hoping to see Konami's improvements on the game, and we're hoping for better, more intricate levels, a longer game, and something with a little meat to it.

XBOX

MACE GRIFFIN: BOUNTY HUNTER

Developer: Warthog

Publisher: Crave

Release Date: October 2002

Merv, errr, Mace Griffin has been wronged. The kind of wronged that puts a man in jail for ten years. Once freed, it's all about vengeance. *Mace* is awesome. With a seamless mix of space and ground combat, *Mace* does things no one else ever thought to do. You can get up from ►



SOUL CALIBUR 2



ELECTRONIC ENTERTAINMENT EXPO 2003

THE GREAT E3 ROUND-UP

the controls while piloting a ship and walk around. Or dock onto another ship and totally jack them. The visuals are gorgeous, the enemies a bunch of crazed cultists and demons, and Mace is about as kick-ass as kick-ass gets. The early version we saw a month ago didn't have any space combat to enjoy, but the playable at E3 will include dogfights to go along with the ground shoot-em-up. If Crave can truly meet the goals they've set for this game, it could be one of the stars of E3.

PANZER DRAGON ORTA

Developer: SmileBit

Publisher: Sega

Release Date: Spring 2003

I admit, I am a Sega lover. No Sega franchise is more deserving of a revival on Xbox than *Panzer Dragoon*. The previous *Panzers* have been phenomenal. Whether *Panzer* ends up being just a shooter on rails or more of an RPG like *Panzer Dragoon Saga*, this will absolutely be one of the first games I grab at E3. Great shooters have had no life on next-gen consoles, but *Panzer* may very well revitalize the genre. My only hope is that Sega hasn't bought into the industry notion that "complex" is good. Because, as often happens with games, complexity often leads to frustration. *Panzer* is a shooter, leave it as such.

From what little I've seen of the game, it looks to be on track to rekindle fan love of the shooter. Now if only Sega would get *Planet Harriers* out on a system, life would be complete. ▶



PANZER DRAGON



MACE GRIFFIN



PROJECT EGO



ELECTRONIC ENTERTAINMENT EXPO 2002

THE GREAT E3 ROUND-UP**PROJECT EGO****Developer:** Big Blue Box**Publisher:** TBA**Release Date:** Fall 2002

A lot of folks are collecting drool on their shirts of Bethesda's *Morrowind* RPG. But the true free-roaming "actions have consequences" RPG is *Project Ego*. Soon to have its name changed to something less attractive, *Project Ego* is the most ambitious RPG to ever hit a console. It's a game that could only happen on Xbox and the creative driving force of the title, Peter Molyneux, promises it won't see the light of day until it is the greatest RPG ever. The story begins with you as an fifteen-year old lad who comes home from an errand to find his parents kidnapped and his dog nailed to the door. You'll spend the better part of your life hunting down the dog-killers and becoming the greatest hero in the world. But the game is not fully linear, allowing you to run naked through the streets, or get married and have kids, or spend your life getting drunk instead of fighting nasty monsters. This game is beautiful and it will own.

SPLINTER CELL**Developer:** Ubi Soft Montreal**Publisher:** Ubi Soft**Release Date:** Fall 2002

It's clear now that Ubi Soft has been holding out on us Xbox owners by keeping tight-lipped about *Splinter Cell*, the action-stealth game set in the Tom Clancy universe. Mr. Clancy's books are based on very real places and technology so gamers will be providing most of the fiction as they guide a super covert operative through *Splinter Cell*.

The NSA has a special group of field operatives they use to get stuff done in places throughout the world when the government doesn't want to get its hands dirty. Your character in this game is a borderline rogue member of that team that's already on the fringe. You have a license to do whatever needs to be done and this is one of the few games that allows you to do just about anything you want.

High tech gadgets like fiber optic cameras and thermal goggles and a full range of character stealth animations like rope climbing and coercive pistols to heads of enemies should make this one a winner. And we haven't even mentioned the weapons you get to use.

UNREAL CHAMPIONSHIP**Developer:** Digital Extremes**Publisher:** Infogrames**Release Date:** Fall 2002

This game has been a fixture on my Xbox radar since the system was released. It's the title that was supposed to deliver us from the first person shooter doldrums by giving us the magic of online deathmatch play from our sofas. It has a whole lot of stuff any first person shooter fan could want. There are plenty of new weapons, all new levels and vehicles, the 21st century luxury item that separates men from the fragged.

Unreal Championship has been on our top games of 2002 list and every other forward looking list I can think of because it was the first announced online title. Which should mean it's the one best suited to work on Microsoft's online service.

After seeing how awesome the new *Unreal* technology is on the PC, my expectations of the Xbox exclusive shooter from Infogrames only skyrocketed. This pick is more out of lingering curiosity rather than just excited anticipation. Can this game truly rock? ■

For the latest, up-to-the-minute, E3 2002 news, log on to IGN.com!

**UNREAL CHAMPIONSHIP**



BATTLE OF THE BOOTHS

Who's going to be the biggest of the big players at E3 2002?
The editors certainly have their guesses ready.

Now that you know what the editors are most looking forward to at E3, we thought you might like to know who we think is going to have the best showing at the big expo. Here's the question we posed to the IGN staff:

What company do you think is going to wow the crowd the most at this year's E3, both in terms of game line-up and booth design?

Jeremy Conrad, IGN DVD: I think both could be separate. I mean you could have a damn awesome booth, but only one good game to show off. Just look at *Dark Age of Camelot* last year. Mythic's castle booth was really cool and all, but all there was inside was DAoC.

Sony's booths are low-key, confusing, or down right scary. Remember E3 2000 where they had the giant ass where you went into the asshole to enter some theater to see a PS2 trailer? Well, it wasn't a giant ass, but it sure looked like one. Nintendo will always have that big red "NINTENDO" sign hovering over their booth, and Microsoft's will probably be very green...again.

As for games, the "big three" will have some awesome stuff to show, but I think the big "WOW" will come from Sega. They've hinted at some revivals and secrets over the last year, and E3 is when those games will be revealed.

Jeremy Dunham, IGNPS2: I think that anything in Kentia hall is going to rock. While it's a toss up for me between Action Zone LLC and the Wizgate Corporation, I'd have to say that as long as those two powerhouses are duking it out in Kentia, we could have ourselves the best show ever.

Tough call.

Doug Perry, IGNPS2: I wholeheartedly agree with Jeremy, Kentia Hall has me by the balls.

I reckon that Digital Leisure, DiscFarm Corporation, DreamCatcher Games, Evomouse, edgies, NetDevil, and Qeil pour Oeil should completely kick Sega's, Sony's, Nintendo's, and Microsoft's pansy asses. God!

Peer Schneider, IGN Uberlord: You guys are so funny. Where do you work again? Oh...

My bet is that Sega's booth will be the most impressive one this year – unless they pull the old impenetrable castle thing again that they did in 2001. In 2000, they had the sweetest booth, complete with dancing Space Channel girls, and plenty of personality.

Nintendo's booth is likely going to be the same old thing – but I honestly think the Nintendo lineup is going to rock everything. Let's see, five of my all-time favorite franchises are *Metroid*, *Zelda*, *Mario*, *Star Fox*, and *F-Zero*. The fact that all five of those franchises will show up at E3 on GameCube – and some at the same time on GBA already has me drooling. Add *Pokémon* and some new stuff from Rare to the mix and there's no question that I'll be running to this booth first...

Matt Casamassina, IGNcube: I have to agree with Schneider. I think Nintendo's booth will be the place to be at this year's E3 show, if just for the franchise sequels.

Mario. Zelda. Metroid. Right there, I'm sold, and could already be convinced that Nintendo's booth is my father and that I should obey and respect it. But add in *Star Fox* and *F-Zero*, a secret or two from Rare, some third-party contributions like *Resident Evil 0*, and it just might be the greatest thing ever, in every universe.

Seriously though, I just don't see Microsoft competing with that. I'm sure it'll have some big games, too, and I'd actually be pretty interested in a sequel to *Halo*, or a port of *Doom 3*, but another *Oddworld* wouldn't draw me. And ►



BATTLE OF THE BOOTHS

Mace Griffin, well – I guess I'm just not as easily excited as Aaron and Hillary, who have already told me they're going to rate the game an 11.3 out of 10 when it comes out.

I think PS2, on the other hand, will have some seriously amazing games coming. I think Sony could steal the show from Nintendo, in fact, with a few big surprises and sheer quantity of good to great games on hand. Konami's got some killer stuff coming for PS2, as does Capcom, and Sony's in-house stuff, including a sequel in the *Gran Turismo* franchise, makes me drool nearly as much as the thought of playing the next *Metroid* does.

I do think one major area that Sony and Microsoft will simply demolish Nintendo is in technology promotion. Both companies will be touting their online strategies and Nintendo will be pointing toward the GameCube and GBA link cable. I don't think gamers will be as amazed with that, for some crazy reason.

But if it's games you're about, and that's what you should be about if you're reading this roundtable, then Nintendo can't lose. Its franchises are simply too popular, too well respected, and too anticipated for anybody not to be curious, and to be immediately drawn to the booth.

Chris Carle, IGN Codes/Guides: For once, I have to go in with the Cubies. Nintendo always throws a pretty nice on-floor party, and for the second year in a row, I think they'll "win" E3 (in terms of buzz). Whether or not we'll see their games by Fiscal 2008 remains to be seen.

With *Zelda*, *Metroid* and *Star Fox* showing...not to mention *RE O* and *Mario*, we could be in for one heck of a show. They always seem to pull a trick out of their sleeve at E3 as well. Will it be Perfect Dark this year...or something else. Maybe *Smash Brothers Melee 2*. Who knows...

As for Sony, I've never been into their booth. Even though they had an unbelievable lineup of games last year, the booth was blase and too spread out. Hopefully they take a cue from Nintendo (and Sega two years ago) and bring the noise this time around.

Of course, you all know I'm going to be camped at two booths: EA's and Activision's. If *Tony Hawk 4* is touchable, I'm going to touch it all up. And *NCAA*? Puh-lease. I'm going to spend a lifetime there.

Oh, and Sega. Can't wait to play *NFL2K3*. As for Microsoft, I'm really into the games they'll be showing, but...most of them (especially *Ego* – and who knows if that

will be on the show floor) are real sit-down and dig-in affairs, so I won't be able to get my fill at E3.

Jason Bates, IGN Insider: I'll avoid Nintendo's booth during regular show hours, if at all possible, thank you very much. Last year you couldn't walk five steps without becoming knee-deep in the fanboys, unless you happen to be in the company of Matt and Fran. Those two were able to walk through the crowd like Moses parting the Red Sea, with all the fanboys whispering, "Look it's Matt, it's Matt..." like waves murmuring against the beach. What a nauseating display. And besides, Nintendo will probably have even fewer games to show than it did last year, so what's the use?

I know where I am going though, straight over to Namco to look for *Soul Calibur 2*. Mmm, *Soul Calibur 2*.

Aaron Boulding, IGN Xbox: *Soul Calibur 2* indeed!

Seriously, I'll give Nintendo credit for efficiency at E3. They sure know how to stretch the yen. They're going to roll out the same games they had in 2001 but this time we'll see the 12 months of additional work they've put into them. All the happy lads will rejoice at the new colors and textures they've added to the one level demo of *Eternal Darkness*. We'll all walk away wondering what amazing new features – fun, perhaps? – they'll have implemented in ED by the time E3 2003 rolls around. How are we supposed to contain ourselves?

I'm not sure what it means to "win" E3, but I do know that if and when the games from Nintendo, Microsoft and Sony do actually come out, they have to stand on their own. There's not going to be any E3 hype to support *SOCOM* or *Unreal Championship* or *Metroid Prime* when the kids slap those games into their respective consoles this Christmas, or next Easter in *Metroid*'s case.

My prediction is that Nintendo will generate the most hype out of their E3 exhibit with the unveiling of all those classic franchises that we've all loved for so long and played for countless hours in our collective youths. Microsoft will learn from their mistakes last year and make sure the games they exhibit are in good polished working order. And Sony will have even more third party games at their booth than ever before. If they have 350 kiosks, there will be 349 different games running on them. The one running *Gran Turismo 4* will turn out to be a super powered PC that's prone to overheating. ►



BATTLE OF THE BOOTHS

David Smith, IGNPS2: To answer Aaron's question, "winning" E3 means you get slightly better geek buzz for, say, a day. If Microsoft "wins" E3, everyone will say "Wow, Xbox is great!" for a day, before they go back to making *Mace Griffin: Bounty Hunter* jokes. If Sony "wins" E3, everyone will say "Wow, PS2 is great!" for a day, before they go back to posting "XBOX AND GAMECUBE WILL RULE ALL!!!1!!11!" on message boards and rubbing their nasty little crotches with glee. If Nintendo "wins" E3, everyone will say "Wow, maybe these games exist after all!" for a day, before they wake to the terrible reality the next morning.

In other words, it doesn't mean anything. This is why the Dreamcast "won" two E3s back to back and then promptly keeled over dead.

Cory Lewis, IGN Monthly Review: Good point, David. But you're also right about the fact that for those few glorious days at E3, the "winner buzz" spreads thick throughout the crowd. The "winner" probably won't sell an additional million copies of software because of it, but at least for those three days in May, nothing else in the videogame industry could be more important.

My prediction: Nintendo and Microsoft. The Xbox buzz has built nicely and gamers are ready for their first glimpse of second-generation titles; no doubt Microsoft will arrive ready to tease. Nintendo, on the other hand, is returning to E3 as the reigning champ. It's packing an even bigger playable software lineup, replacing the Pikmin with Samus and Luigi for Mario. The lines at Nintendo's booth will easily be the longest of the show for the second straight year.

David Smith, IGNPS2: Unless Sega actually decides not to let the kids in again, in which case we'll see another disgruntled crowd of hopefuls around there this year.

Craig Harris, IGNpocket: It's always the big guys that take E3...Nintendo and Sega. Sony's presence is always so sterile - a huge floor with lots of games, but they don't knock you over the head with any sort of presentation. Sega's booth last year was great for the industry folk, but most people without an appointment walked away pissed because they couldn't get into their booth. Boo-hoo. Tough noogies, guys.

I have to stuff the GBA in here somewhere, since no one else is going to bring it up...don't expect a lot of original

unknowns this time around. And don't expect a lot of little companies with one or two 2002 games. The GBA is a bit on the expensive side to publish for, and the system's first full year was a wake-up call for companies who tried to make a quick buck. We had a bit of a shake-out...there'll be a bunch of GBA games, but not a large saturation of non-licenses.

Dan Adams, IGNPC: Since everyone else is all "blah blah blah console this and console that blah blah blah" I'll stay away from that nonsense and focus on the PC.

Unfortunately I can't think that I'll be completely wowed by anything this year that I've heard of...but there are always surprises. Of course I'm more than open to being wowed. I want to be wowed. I'm just afraid there's not going to be anyone that wants to wow me. There are certainly some games and companies that I'm looking forward to seeing like *Age of Mythology* again and *World of Warcraft* and *PlanetSide* (actually Sony Online has the chance to wow me if they decide to). BioWare has the chance to wow me because I haven't seen *Knights of the Old Republic* yet, which looks like something I might want to take to bed with me and use in both horrible and fantastic ways.

That isn't to say there won't be any other really good things out there, but games have to have new and exciting ideas to wow me like *Deus Ex* did and *Grand Theft Auto III* did. Gaming has to progress upward and not just outward like it seems to most of the time. Sure that new FPS looks pretty and is really fun, but show me something new. That said, yes I'm a hypocrite and *Unreal II* wowed me for the way it looked. Hey, almost every pool has a shallow end, too, right?

Doug Perry, IGNPS2: So I guess I'll have to take the Sony line, since nobody last year seemed to think that Sony's booth, with *GT3*, *Twisted Metal: Black*, *Ico*, *Wipeout Fusion*, and a bunch of other AAA games didn't push the PS2 into the winner's spot. And nobody seemed to think that Sony's roster of third-party games (*Devil May Cry*, *GTA3*, yawn...) counted for much, either. Weird. I'll admit that *Luigi's Mansion*, *Pikmin* and *Wave Race* were good games that were exciting to see, but not show stoppers by any means.

Actually I feel that the third parties, not the first party manufacturers, are the ones to visit - Sega, Activision, EA, Namco, Capcom, and Konami. These are the companies to ►



BATTLE OF THE BOOTHS

watch out for. And their games will be on all systems.

But I can see why nobody likes the actual Sony booth itself, which makes people think the games aren't so hot. It's complicated, sprawling, and themeless, and it just doesn't provide much of a feeling for Sony.

But between the three, Nintendo, Sony, and Microsoft, I predict that Microsoft will stun lots of gamers with its online stuff and perhaps its sports games, too.

Oh, and after seven years of covering E3, did I mention that the show is completely over rated? It is.

Matt Casamassina, IGNcube: Doug, *Twisted Metal Black* and *Wipeout Fusion* were AAA titles? In what dimension?

No offense, or anything – but I think that could be a bit of an exaggeration. *Wipeout Fusion* has released in Europe and Australia to decidedly mixed results, and its average rating has been in the high sixes to low sevens. Sony didn't even bother to pick the game up for U.S. release.

Twisted Metal Black, meanwhile, came out and was forgotten the same day. It was that shallow, not to mention uninspired, and boring, I might add.

If Sony's big guns are similarly "AAA" as those two in caliber, I'm not worried. *Ico* and *GTA3*, on the other hand, rocked – that I agree with. And luckily for PS2 owners, I think the lineup for this year's E3 will deliver the Sony booth more games of that quality, which should be very, very cool indeed.

Everyone seems nearly in agreement that Nintendo will rock, and I just happened upon some new information about the company's lineup that leads me to believe this all the more.

If Nintendo doesn't grab the show, without a total doubt, except in the mind of Chris Carle who only cares about EA's booth, then I will have sex with Jeremy Conrad's shoes – and his computer mouse.

Tal Blevins, IGN Uberlord Jr.: I can't believe I'm saying it, but I have to agree with Matt on this one – I think Nintendo will rule E3 this year, both in terms of the games and the booth.

Nintendo always has a pretty amazing set-up at E3, with the exception of last year when everybody's booth looked rather ghet-to. It's always like some acid-induced Technicolor petting zoo with mushrooms and pink lizards shooting water and delicious candies calling your name and Miyamoto flying overhead with his bubble-spewing jetpack.

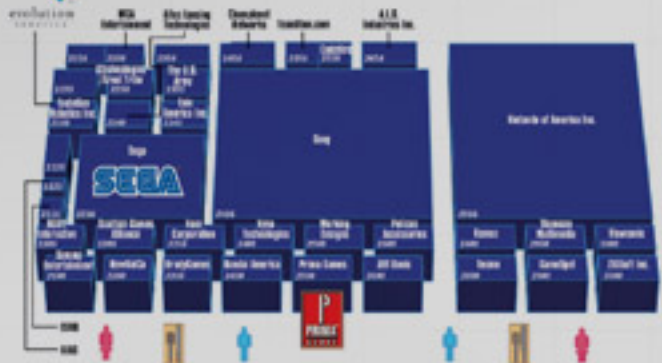
Of course, on a realistic note, perhaps one of the reasons why Nintendo is going to have such a strong showing this year is because it's not going to be a hard task to top the lame line-up we've seen so far from Nintendo'n't. Maybe that's what they had planned all along...confuse and bewilder everyone in the first six months only to make us oooh and aaaah louder and harder when we see the E3 2002 line-up.

Craig Harris, IGNpocket: I agree with Matt, too...he should have sex with Jeremy Conrad's computer mouse. ■

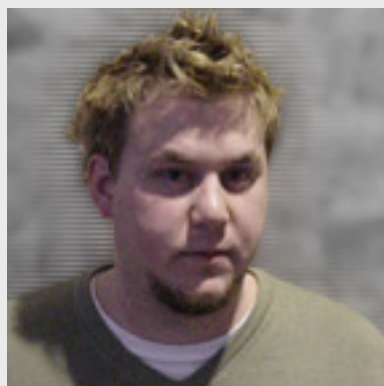
SOUTH HALL - FIRST FLOOR



WEST HALL - FIRST FLOOR



Concourse Hall, Kentia Hall, Petrie Hall, and other floors not shown here.
Visit E3Expo.com for all detailed maps.



Matt Casamassina

This Month in GameCube ::

Well, here we are again – quickly approaching the Electronics Entertainment Expo. The big show this year, which kicks off in Los Angeles, California, will prove once and for all that Nintendo rules the universe, that no one – man or machine – can dare challenge it and hope to survive. With titles like *Super Mario Sunshine*, *Metroid Prime*, *Star Fox Adventures*, *F-Zero GC/ AC*, and *Legend of Zelda*, one would have to be blind not to see the supremacy in the lineup.

In celebration of this glorious software showing, we've prepared a feature that illustrates our five most wanted games. But looking beyond E3, we've also whipped up a couple of previews for your reading pleasure. These titles won't be out immediately – you'll have a bit of a wait, but it'll all be worth it when the finally ship. We guarantee it, or your money kept... by us. With that, what are you doing reading this? Lots of goodness awaits you just beyond. Go! Go now!

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.



Featured Preview ::

023 :: The Hobbit

Also In This Issue ::

024 :: Preview: Mace Griffin: Bounty Hunter

025 :: Preview: Crash Bandicoot: The Wrath of Cortex



Preview :: Mace Griffin

Mace follows in the footsteps of Master Chief in this upcoming sci-fi first-person shooter for GameCube.



Preview :: Crash Bandicoot

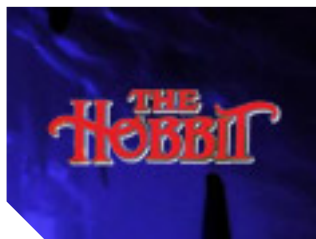
The once Sony-only mascot heads to Nintendo's platform after a few good ports.

Editor's Most Wanted ::

- 1 :: Metroid Prime
- 2 :: Eternal Darkness: Sanity's Requiem
- 3 :: The Legend of Zelda
- 4 :: Resident Evil 0
- 5 :: Super Mario Sunshine

Office Abuse ::

Matt Casamassina doesn't like to think about the night he spent trapped in the IGN bathroom with Tal Blevins. But when memories do surface, he curls into a fetal position under his desk and cries.



GameCube :: Preview **THE HOBBIT**

The technical wizards at Inevitable dig into GameCube with one of the most epic licenses around.

Some time ago publisher Sierra nabbed rights to create videogames based on several of the most famous fantasy literary works ever created. Unless you've been living under a rock, you'll have heard of and, very likely, read J.R.R. Tolkien's *Lord of the Rings* and *The Hobbit*. The latter work of fiction, one of Tolkien's earlier works, is headed to GameCube courtesy of developer Inevitable Entertainment. The Austin, Texas based developer came into the limelight when it created an impressive technology demonstration called "Inevitable Evolution" for nVidia's GeForce 3 graphics card.

The company will bring the same technical savvy to GameCube to help bring its ambitious game design for *The Hobbit* to life. Because the title is based on a classic book, it will progress chapter by chapter as gamers move through the story. Inevitable doesn't have time to cover every element in the book, but it plans on taking care of much of it via gameplay or cut-scenes.

The Hobbit, labeled an action RPG, is scheduled to play out very much like a popular title Nintendo fans are familiar with – *The Legend of Zelda*. Gamers will be pit in the furry feet of main character Bilbo Baggins as he quests through the diverse environments of Middle Earth on his way to Lonely Mountain. You will explore promising locations such as the Misty Mountains, Mirkwood, and even Rivendell. Bilbo will also draw upon his skills for combat, stealth, and even lock picking. The RPG element comes in to play as you can gain "courage points" on your adventure and use them to increase Bilbo's abilities in using weapons, lock picking, and others. For gameplay's sake Bilbo will fight a lot more in his GameCube adventure against various creatures such as wolves and spiders. That said, a lot of the game will revolve around exploring large environments, talking to NPCs, and being stealthy.

On the technical side of things, Inevitable seems a step ahead of the rest in that it's creating a game engine specifically designed for GameCube. No screens have been released as of yet, but if *The Hobbit* looks anything as impressive as the team's GeForce 3 demo we'll be satisfied. Inevitable says it is taking advantage of GCN's powerful texture pipeline, bringing pixel shaders into play to describe how certain materials reflect light. On that topic, lighting will also play a big part in bringing the entire art vision of Tolkien's world together, so Inevitable has promised some equally impressive lighting and particle effects. To compliment the visuals, *The Hobbit* will also feature hundreds of voices, and a fully orchestrated score.

If it all comes together – the authentic storyline, fantastic visuals, and impressive soundtrack, wrapped around a *Zelda*-style presentation – *The Hobbit* could be a blockbuster hit in 2003. – **Fran Mirabella III** ■



Details ::

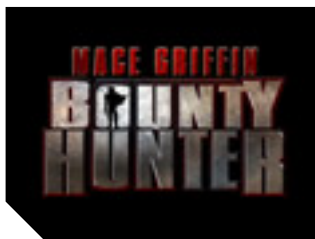
Publisher :: Sierra Entertainment

Developer :: Inevitable Entertainment

Genre :: Action Adventure

of Players :: 1

Release Date :: TBA 2003



GameCube :: Preview

MACE GRIFFIN: BOUNTY HUNTER

Mace follows the footsteps of Master Chief in this upcoming sci-fi first-person shooter for GameCube.

Crave Entertainment is underway with an ambitious first-person shooter with Halo-esque visuals and a sweeping storyline in for GameCube. The previously Xbox-only *Mace Griffin: Bounty Hunter* is on its way to several platforms, including GCN, courtesy of UK-based developer Warthog. Set hundreds of years into the future, the game details the life of a Ranger named Mace Griffin. Set up by forces unbeknownst to him, Mace is tried and subsequently sentenced to 10 years incarceration on Penal colony Delta, a hellhole penitentiary infested with the vilest inmates. Mace spends his time in the prison seething over his unjust conviction. It consumes him and eventually turns him reclusive and embittered. The honorable man he once was is but a faint memory.

There's a huge back-story to all of this, a plot to wipe life from the galaxy and the only thing that stands in its way are the Rangers. The evil behind this did its job well, which eventually led to the disbanding over the Rangers. By the time Mace is released from prisons, the Rangers are no more, but it matters not as he will draw upon all his hate to go on a quest to find the ones responsible for his decade of anguish. An underground rogue group called The Guild of Bounty Hunters, a combination of ex-military and police forces in addition to the regular scum, forms to deal with the rising wave of crime in the lull of security. Mace joins, which secures him a constant stream of cash and access to explore the Vagner Frontier system, where he believes he will revenge his accusers.

It's an impressive story setup that leaves the door wide open for this gung-ho first-person shooter. Warthog intends on doing many of the things that gamers have been asking for but just hasn't been attempted for. The game's levels will be absolutely gigantic and will feature seamless real-time transitions between ground-based shootouts and airborne space combat. There are some 20 vehicle types you encounter in your quest and you'll be able to frequently commandeer seven and even ride a few creatures. When you're flying these ships, you can even switch on autopilot to blast some baddies who may attempt to hijack your ship – again, all in real-time. For ground combat, the company is also promising slick AI and a slew of fancy weaponry, complete with rockin' reload animations.

It all sounds stellar and, for what has been revealed for Xbox, looks to run on a fantastic graphics engine. It has a look that Halo fans will recognize, calling upon the powers of specular lighting, bump-mapping, and other flashy per-

pixel effects. The question is, will Warthog be able to pull off these lovely visuals on GameCube?

We'll have more info on the title at E3 2002.

– Fran Mirabella III ■



Details ::

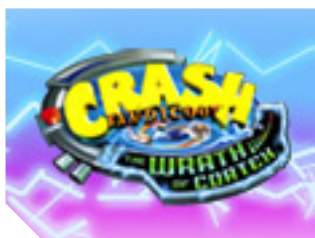
Publisher :: Crave Entertainment

Developer :: Warthog

Genre :: First-Person Shooter

of Players :: 1

Release Date :: Q4 2002



GameCube :: Preview

CRASH BANDICOOT: THE WRATH OF CORTEX

The once Sony-only mascot heads to Nintendo's platform after a few good ports.

Once the mascot for Sony's budding PlayStation console, Crash is exploring new territory in his latest adventure *Crash Bandicoot: The Wrath of Cortex*. Already released for the PlayStation 2 and Xbox, *The Wrath of Cortex* is planned for release sometime later this year on GameCube.

Crash is known for his almost 2D-meets-3D style of platforming. You're usually moving directly forward – or backward towards the camera as something chases you – down a path. This is how Crash has always been designed, and his latest adventure doesn't look to break free of that. What it does do is utilize one of the staples of platformers – the hub. You jump from level to level in these hubs. It does well to offer up a barometer of your progress. In *The Wrath of Cortex* there are five areas with six levels, including a boss level. You need to pass the five initial levels in an area to open the boss battle. After beating a boss, the next area will open. The first four bosses are based on the elements of the earth – fire, ice, etc.

As you take Crash through all of these worlds you'll be able to make him jump, perform spin attacks, slide, and belly flop. That's just for starters, however, as you'll earn new moves as you progress through the game. The furry orange critter is easy to control and his moves are executed with the simple as the press of a button. Enemies require different moves to take them down and some must simply be avoided altogether. This is all part of the learning experience. As for the levels, they are a mix of vehicle combat and standard platformer stunts. You'll jump around, smashing boxes to earn peaches (which lead



to extra lives), crash through enemies, and jump from platform to platform. The vehicle levels are a breath of fresh air from the standard platform elements, offering up the chance to fly, for instance, over stormy farmlands.

The Wrath of Cortex originally released for the PlayStation 2 in early 2001, followed by the Xbox release several months later. Surprisingly the Xbox version features significantly improved visuals sporting fur effects, better lighting, and crisper textures. With any luck, the GameCube version will be privy to the same visual upgrades.

So far, Crash looks like he might show up a little late to the GameCube party, and with the impending release of *Super Mario Sunshine* he doesn't have much breathing room. But, Crash fans will definitely want to take a look, as his latest adventure should be pretty amusing.

– Fran Mirabella III ■



Details ::

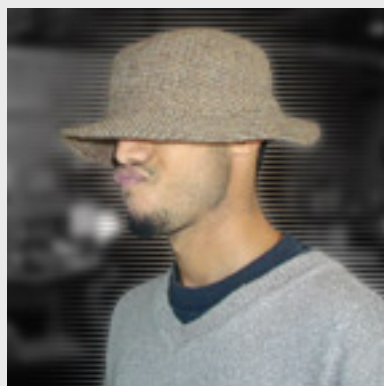
Publisher :: Universal Interactive

Developer :: Traveller's Tales

Genre :: Platform

of Players :: 1

Release Date :: TBA 2002



Aaron Boulding

This Month in Xbox ::

You'd think E3 in May would be like Christmas in July for your favorite IGN editors. The truth is the Electronic Entertainment Expo causes equal amounts of anxiety and excitement. The fact that every red hot, highly anticipated game for the next year or so on every platform is open and available for play for 24 whole hours is exhilarating because all of your curiosity and anticipation can be quenched. But on the other hand we've only got 24 hours to get everything done before it's all suddenly taken away from us, locked away until who knows when. Indeed, the last hour of E3 can either be the most frantic as we scramble to get that last minute hands-on preview or unsettlingly calm as we give up and surrender to the show that's bigger than all of us.

Maybe if Christmas had more out-of-work celebrities, midgets and scantily clad vixens roaming around and forced you miss out on a week's worth of meals, sleep and sanity it could hold a candle to E3. Until then you won't see anybody, not the Grinch, Jim Carrey nor Ebenezer Scrooge f---ing with E3.

For more Xbox news, reviews, previews, and more, visit:
<http://xbox.ign.com>.



Featured Review ::

027 :: Jedi Starfighter

Also In This Issue ::

028 :: Hands-On: MLB Slugfest 20-03

029 :: Hands-On: SeaBlade



Hands-On: MLB Slugfest 20-03

Midway brings the pop of Blitz and the sock of Hitz to baseball.



Hands-On: SeaBlade

VisionScape's in the air and underwater rescue game is indeed coming along nicely.

Editor's Most Wanted ::

- 1 :: Mace Griffin: Bounty Hunter
- 2 :: Panzer Dagoon
- 3 :: Project Ego
- 4 :: Splinter Cell
- 5 :: Unreal Championship

Office Abuse ::

Although Aaron likes the big booty, he prefers the smaller Japanese Xbox controller.



**STAR WARS
JEDI STARFIGHTER**

Xbox :: Review

STAR WARS JEDI STARFIGHTER

A long time ago, the Jedi Knights had the baddest ships in the galaxy.

It's got to be tough for LucasArts to get gamers all fired about the new ships and characters from the upcoming *Star Wars Episode II: Attack of the Clones* in their videogames without spoiling too much of the movie. We must say, introducing a new ship from the upcoming movie into the oh so familiar *Star Wars Starfighter Special Edition* universe is a mild stroke of genius. But Xbox owners looking for something entirely new in *Star Wars: Jedi Starfighter* really ought to know better than to expect such things.

In *Jedi Starfighter*, we're sent on yet another series of side adventures that run parallel to the events of *Episode II*. With parallel adventures come parallel characters. You're playing as accomplished Jedi Master Adi Gallia, and you get to take control of the slick prototype Jedi Starfighter that comes complete with force-enabled powers. It's times like this that made me realize how far the Jedi have fallen on the cool-o-meter since *The Empire Strikes Back* debuted over 20 years ago. This side story to *Episode II* teams Adi Gallia with good old Nym from the original *Starfighter: SE* game on the 'box as they get to the bottom of the Trade Federation's latest nefarious plot.

If you've played the previous *Starfighter* game, either the Special Edition or the PS2 original, then you're already familiar with the controls, gameplay, enemies, and mission types of *Jedi Starfighter*. The biggest difference now is that your Jedi Starfighter comes with Jedi powers. Force powered force fields, lightning blasts, shockwaves, and time slowdowns actually come from Adi but are transmitted across great distances in space by the ship. I always thought the Sith's were the only ones who could shoot offensive lightning blasts like the Emperor did in *Return of the Jedi*. Who knew?

There are plenty of unlockable goodies in this Xbox version including trailers for some unannounced, upcoming LucasArts games for the Microsoft console. The bonus ships you get include Boba Fett's love-it-or-hate-it Slave I, but earning them is quite a challenge as always. And that leads to the overall problem I had with *Jedi Starfighter*: the Xbox version of *Starfighter* doesn't offer enough Xbox specific content or features when compared to either the PS2 *Jedi Starfighter* or the previous *Starfighter* games on either PS2 or Xbox. It's almost like a copy of a copy of a copy, which leads to an inevitable breakdown in quality.

Until we become attached to the characters, ships, and themes of this latest trilogy like we are the original three films, titles like *Jedi Starfighter* would do better to rely on

innovative and engaging gameplay rather than the *Star Wars* license. The greatest benefit here is that Xbox owners only had to wait a few weeks more than their PS2 brothers with this *Starfighter* game and not 10 months like with the original games. — **Aaron Boulding** ■



Details ::

Publisher :: LucasArts

Developer :: LucasArts

Genre :: Action

of Players :: 2

Release Date :: May 31, 2002

Ratings ::

Presentation :: 9.0

Graphics :: 8.0

Sound :: 8.0

Gameplay :: 7.0

Lasting Appeal :: 7.0

Overall Score

8.0



Xbox :: Hands-On

MLB SLUGFEST 20-03

Midway brings the pop of Blitz and the sock of Hitz to baseball.

Midway, makers of *NFL Blitz* and *NHL Hitz*, is at it again. No sport is safe from the violent, no-holds barred pummeling that is requisite in all Midway sports titles. Often called a soft or non-contact sport, baseball is suddenly more violent than hockey or football thanks to Midway's deft and humorous hands. In *MLB Slugfest 20-03*, the goal of baseball is still the same -- score more runs than the opponent in nine innings of play. However, the methods have changed. With *Slugfest*, you can throw punches and kicks, bean batters to reduce their playing ability, catch on fire and charge the mound, and hit mammoth home runs and be showered in confetti.

You have to love a game that has a button specified just for beaining batters. There is strategy needed with beaining, though. By pressing high, middle, or low on the d-pad, you can choose to nail a hitter in the head, ribs, or shin. Each results in a lessening of specific skills: contact, power, or speed respectively. But there is a danger in nailing an opposing player. As fun as it is to watch the players react after being nailed (and it is fun), there's a chance the player won't be too happy with being hit by the pitch -- and when they get mad, they really get steaming. Literally. The player will catch fire and charge the mound. Because the Players Association won't allow mound violence (apparently any other kind of violence on the field is okay), the camera cuts away to show fielders reacting to the pitcher being pummeled. After the beating, the batter's stats shoot through the roof.

On the base path, runners can perform hard slides or punch fielders to get them to drop or miss a ball. It's all in an attempt to get to home plate and score another run. Fielders are no wimps, though, and will fight back. They can throw body blows and uppercuts to try and knock a runner off a base so they can tag them out.

The animations in *Slugfest* are a riot, and it's great to see a baseball game that doesn't take anything seriously. How Midway got away with such a violent game when the MLB is so paranoid about their "family" image is a total wonder, but we're sure glad they did. *Slugfest* is certain to get old and tired after a while of playing, making the season mode seem a bit silly, but it is definitely worth picking up for the occasional beat down on your buddy. The ballgame and score don't matter nearly as much as the all-out brawl on the diamond that is *MLB Slugfest 20-03*. -- **Aaron Boulding** ■



Details ::

Publisher :: Midway

Developer :: Midway

Genre :: Sports

of Players :: 1-2

Release Date :: May 21, 2002



Xbox :: Hands-On SEABLADE

VisionScape's in the air and underwater rescue game is indeed coming along nicely.

Simon & Schuster are bringing us *SeaBlade*, an innovative take on the air combat genre. It's been awhile since we've had some good old-fashioned pick-em-up & drop-em-off rescue action on a console (the *Strike* series comes to mind), but *SeaBlade* will have us searching high and low for a bunch of poor scientists who need rescuing. The folks at VisionScape, the game's developer, are known for the visuals they delivered on games like *EverQuest* and the *Shadows of Luclin* expansion set.

The game's innovation comes from the fact that your vehicle can soar through the air and dive underwater to get the job done. It's all done seamlessly and in real time with all of the appropriate physics. Each of the different vehicles is articulated in some way so that you can actually see wings or weapon mounts twitching and moving as you bend around buildings and structures.

The intention is for *SeaBlade* to be a fast paced, nonstop, action-packed title with a little structure to keep you from getting lost. In the far-too-distant future, the sea levels on Earth have risen dramatically, which explains why there's so much stuff underwater that needs your attention. The only environment we've seen so far is a kind of atoll with a ring of mountains wrapping around a shallow pool of seawater. There's a city in the middle of the ring that reaches as high as the mountain range and spreads out considerably below sea level.

Your *SeaBlade* unit has basic machine guns to use on those pesky bad guys, but the fun weapons have to be picked up throughout the level. All of the powerups are regenerating, so if you find a good one you like, it's only a matter of having some decent short-term memory if you want to go back and get some more missiles, grappling hooks, etc.



SeaBlade is still very early in its development, so we haven't been able to assess the depth of the enemy A.I. or evaluate any additional levels. The basic gameplay mechanic of air/underwater combat is solid enough to lead to some engaging gameplay. Because they want you to worry more about enemies and powerups than anything else, the controls in *SeaBlade* are extremely responsive and tight. The visuals are still rough, but you can see where VisionScape is going with the overall look of the game. With their history, the graphics department is likely the last thing we have to worry about. — **Aaron Boulding** ■



Details ::

Publisher :: Simon & Schuster Interactive

Developer :: VisionScape

Genre :: Action

of Players :: 4

Release Date :: Fall 2002



Jeremy Dunham

This Month in PS2 ::

May is always the most hectic month of the year. Companies spend their time booking last minute shows and appointments and trying to stuff as much "pre-event" product down our mind-throats as possible leading up to E3. While the gaming fanboy in me loves the prospect of seeing a plethora of new games and checking out all the cool goodies the PR departments think up at the show, the sheer level of work we have to endure is mind-boggling.

Luckily, this will be our second year in a row spent outside the frightening world known as "Kentia Hall." Home to the denizens of the peripheral underworld and land of the forgotten software companies, Kentia was our base of operations a couple of years ago and a sobering experience to say the least. Locked inside the most rectangular computer lab I've ever experienced and up to my ears in two-day old twelve dollar sandwiches, it was on that day that I realized that even the game world had a red-headed stepchild.

Thank God for our war room.

For PS2 news, reviews, previews and more visit
<http://ps2.ign.com>.



Featured Review ::

031 :: Headhunter

Also In This Issue ::

032 :: Preview: Ratchet and Clank

033 :: Preview: Red Dead Revolver



Preview: Ratchet and Clank

Insomniac's sleepless nights have hatched the wild new world of Ratchet and Clank.



Preview: Red Dead Revolver

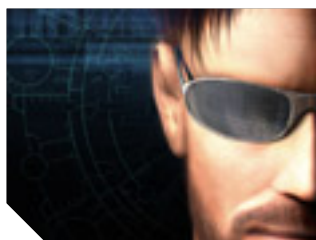
Kick your boots up and watch some old-time gun slinging in this eccentric Capcom shooter.

Editor's Most Wanted ::

- 1 :: Kingdom Hearts
- 2 :: Guilty Gear XX
- 3 :: Romance of the Three Kingdoms VII
- 4 :: Pride FC
- 5 :: Way of the Samurai

Office Abuse ::

Jeremy holds the IGN World Record for "Most Consecutive Days in a Row Spent Sleeping at the IGN Offices:" 7 weeks (excluding weekends). His fiancée was not happy.



PlayStation 2 :: Review HEADHUNTER

Acclaim knocks our socks off with this sleeper hit.

Deep and involving action games seem to be harder to find every year. With heavyweight sluggers like *Metal Gear Solid 2* and *Devil May Cry* pounding the shot out of just about anything else on the market, our expectations are continually being raised. Open-ended adventure shooters appear to be the order of the times, with more options, more weapons, and more variety the key to pleasing a diehard critic.

Usually reserved for the big name developers like Capcom, Sony, and Konami, it's always a treat when a little known maker slips through the cracks with something truly special. That's the perfect way to describe Stockholm-based developer Amuze's latest creation, *Headhunter*.

Originally released in Europe and Japan for the Sega Dreamcast earlier this year, *Headhunter* is a futuristic action mystery akin to a Steven Segal film with a better lead actor. Thrust into the role of amnesiac bounty hunter Jack Wade, you'll travel all over Southern California to uncover a grand conspiracy plot worthy of Oliver Stone. On the hunt for the killer of a popular politician, you'll meet a ton of NPCs, bad guys, and wishy-washy in-betweens. You'll never know who to trust, when to trust them, or why.

Using one of the more efficient third-person perspectives this side of Solid Snake, Jack Wade has a myriad of cool little moves. Crouches, wall sneaks, rolling covers, and a simple yet effective targeting system keep the action flowing and moving at all times. And though you can't specifically target individual limbs ala *Red Faction* or *MGS*, the fast-paced do-or-die nature of the combat system gets the job done. Sometimes a little CPU benefit of the doubt can be more effective than total freedom.

Handled with a bit of RPG flare, your *Headhunter* can increase his skills in battle and motorcycle racing (yes, there's a bit of that thrown in there as well) based on his completed jobs, licensing tests, and various other gameplay squibs. A more rewarding system than the usual "get a better weapon" syndrome found in most action games, the need to succeed, explore, and seek out improvements is really appreciated.

Graphically, *Headhunter* has few equals. With an attention to detail just a notch below the superlative *Shenmue* or *Metal Gear*, the sharp polygon character models and kick ass weather effects will blow your mind. More comparable to a Brandon Lee production than to a Steven Spielberg one, the every man approach to the cinematics and story telling are an effective tool for the imagination.

With our only squabble with *Headhunter* aligning itself with the game's purposeful linearity and lack of extra incentives once you've beaten the game, Amuze's ultra-efficient cross-platform port proves to be a surprising addition to any PlayStation 2 library. Do yourself a favor, and snatch one up. — **Jeremy Dunham** ■



Details ::

Publisher :: Acclaim

Developer :: Amuze

Genre :: Action Adventure

Number of Players :: 1

Release Date :: May 14, 2002

Ratings ::

Presentation :: 8.6

Graphics :: 8.7

Sound :: 8.3

Gameplay :: 8.2

Lasting Appeal :: 8.0

Overall Score

8.4



PlayStation 2 :: Preview

RATCHET AND CLANK

Insomniac's sleepless nights have hatched the wild new world of Ratchet and Clank.

It's happening – the new set of consoles, filled with wild action games, racers, and mostly dull RPGs, are about to explode with the type of game that once ruled every console's roost: the platformer. Insomniac Games, creator of the PlayStation's second most popular mascot, Spyro the Dragon, is bent on perfecting the genre in the new age of 128-bit machines.

They call it *Ratchet and Clank*, a dual character game starring two original characters, Ratchet, described simply as an "alien creature that's furry," and Clank, his innocent, inquisitive, and robotic friend. The title is familiar yet unique in its approach to the dual character platformer. It's unlike *Jak and Daxter*, since both characters are playable, and different than *Banjo-Kazooie*, because players get to grips with Ratchet in earlier levels and then use Clank in the later ones.

In a way, this is a story about a friendship. Ratchet, who is searching for a way to leave his planet but doesn't have the right parts for his ship, bumps into Clank, who is running away from a deadly space race of aliens bent on consuming everything in their sights. Both Ratchet and Clank have something the other needs, so they team up to make a better world.

Shortly after shaking hands they travel from one planet to another collecting bolts (used for currency) in order to buy and sell items such as a helicopter upgrade for Clank and other highly useful modifications. With these, Clank can morph to produce all manners of different mechanical limbs bearing useful tools and other toys. There's more than just implements of destruction to wield, but we have only been shown a few, including the helicopter morph.

Ratchet and Clank is a platformer in the most basic terms, but it also features an array of other elements, such as adventure and RPG elements. It's even a shooter, too. Ratchet collects dozens of weapons and uses them to scorch, blast, and pummel enemies that stand in his way. The game appears to have a little of everything.

Using gadgets and weapons to explore dozens of worlds, Ratchet and Clank embark on a huge journey enabling them to collect thousands of bolts and weapons (as many as 35) and to fight against scores of freaky alien creatures. Ratchet's basic tool is the wrench that can be seen in his hands at all times. Ratchet uses it to smack enemies with standard swings, combos and in its boomerang form, too. Other nifty weapons in the giant 35-piece arsenal include the Bolt Blaster, the Pyrocitor, and the explosive Bomb Glove.

Ratchet and Clank is set to make its official debut at this May's E3 show, so look forward to extensive hands-on gameplay impressions and lots of new media then.

– Douglass C. Perry ■



Details ::

Publisher :: SCEA

Developer :: Insomniac Games

Genre :: Platformer

Number of Players :: 1

Release Date :: Fall 2002



PlayStation 2 :: Preview

RED DEAD REVOLVER

Kick your boots up and watch some old-time gun slinging in this eccentric Capcom shooter.

Imagine that you're a tall, gaunt, black-coated cowboy who's got a grudge against mean folks, and you've got a dead-on shot. Well, then you're either in a Clint Eastwood movie or you're imagining Capcom's new-fangled cowboy western, *Red Dead Revolver*.

Teaming up with Angel Studios again (the first time was on *RE2* for the N64), Capcom has dug up the western shoot-'em-up that everybody else has seemingly abandoned and has plans to bring it to life as early as this fall. And to that we say, "hooray! It's about bloody time." There is a natural need for America's gun-slinging roots in the gaming industry, and those old FMV shooters of yore just don't cut the mustard like they used to.

Styled with an arcade bent, *Red Dead Revolver* puts gamers in the boots of a sure-fire gunslinger who slinks into town and guns down the bad guys with a fiery touch. The early shots Capcom offered us portray your gunman firing off shots from handguns and shotguns against multiple enemies using what appears to be at least a semi auto-targeting reticule.

Enemies can quickly be targeted with the red reticule, and then their body parts can be targeted, too. So if you want to blow off an enemy's arms, legs, or just shoot for the gut, be our guest. Enemies react to localized shots accurately, grabbing their various body parts in pain and agony. Although we didn't see any bosses (we expect a few to appear in the game) the enemies appeared in various shapes and sizes – small and skinny dirt bags, tall, fat, and bald fellas, and a range of slowpokes in between.

Set in the Old West, players get to explore a hostile set of towns that appear right out of *High Plains Drifter* or Sergio Leone's *The Good, the Bad, and the Ugly*. Cheaply built wooden stores, bars, and towns with small decks, dirt roads and lots of horses comprise the environments. The game offers play during the day or night with a real-time system working in the background, and the weather also changes often, too, clearing up for bright sunny days or shifting to rainy or even snowy days.

Red Dead Revolver also appears to deliver some out of town experiences. While many levels take place in the classic small western town, players also do a bit of exploring and even some train chasing. Yep, one of the clips we witnessed boasted the lean gaunt lead character running after a train.

Red Dead Revolver is still quite early in development, and Capcom has kept very hush-hush about it until recently, only giving game journalists a sneak hint at it last January. Come this E3 we're sure to know more.

– Douglass C. Perry ■



Details ::

Publisher :: Capcom Entertainment

Developer :: Angel Studios

Genre :: Third-person shooter

Number of Players :: 1

Release Date :: Fall 2002



Craig Harris

This Month in GBA ::

Ah, yes...May means it's E3 time yet again. I remember the time before I joined IGN, when I could wander the floor and actually enjoy the games as well as the experience. Ah, those were the days – now, it's a week straight of hard-core work. But I do it for the love. Really!

Actually, my first two years at IGN were E3's only two years in Atlanta, GA, and because it cost a boatload to fly from our offices in San Francisco to the east coast, a couple of us were volunteered to stay behind and hold down the fort. Guess who one of those lucky folk was? You got it. Now that was agonizing, because we had to post all the news about all of the games at the show without actually seeing them in action.

With the show back in Los Angeles, it's just a quick five-hour road trip. And despite all the work that needs to get done on the show floor, I'd rather be there in person to do all the work than to do it all remotely. It's all about the hands-on experience while working like a fiend.

For more GBA news, reviews, previews, and more, visit <http://gba.ign.com>.



Featured Preview ::

035 :: Lord of the Rings, Part One

Also In This Issue ::

036 :: Preview: SpyHunter

037 :: Preview: Driver 2



Preview: SpyHunter

Cue the Peter Gunn theme – Midway's reviving a classic brand on the Game Boy Advance.



Preview: Driver 2

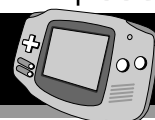
It's like Grand Theft Auto 3, without the blood splatters.

Editor's Most Wanted ::

- 1 :: Pokémon Advance
- 2 :: Super Ghouls & Ghosts
- 3 :: Contra
- 4 :: Castlevania: Harmony of Dissonance
- 5 :: Metroid IV

Office Humor ::

If Craig had a dog like yours, he'd shoot it – or at least put it to sleep.



Game Boy Advance :: Preview

LORD OF THE RINGS, PART ONE

One Ring to rule them all. One GBA system to control them all.

It's no secret that *The Lord of the Rings* is essentially a license to make money. The first film, released last year, was a critical and financial success, and the series is only going to continue to succeed when the next two films hit the theater in the next two years. Universal Interactive scored the rights to produce the first *Lord of the Rings* game for the GBA, and it should be ready to go by the theatrical release of *The Two Towers* at the end of this year.

Actually, *The Lord of the Rings, Part One* on the Game Boy Advance is based on the books, not the film. The development team, Pocket Studios (responsible for *Army Men: Operation Green* and *Midway's Arcade Classics* on the system), is basing the first GBA adventure around the first book, *Fellowship of the Ring*, as well as following happenings from the first half of *The Two Towers*. The art team is basing the game's backgrounds on the descriptions Tolkien wrote in his books, rendering 3D models as accurately as possible in keeping with the novels.

Though the game design will be role-playing in nature, the designers of *Lord of the Rings* are simplifying and streamlining the familiar turn-based battle designs into something more action-oriented. Players are free to control all aspects of the battle, but they can opt to have the computer AI handle the characters in the fights if they so choose. As the quest unfolds on the GBA screen, players will be able to control all nine members of the Fellowship, each with their own combat abilities, during battle. The One Ring will definitely come into play throughout the adventure, as well.

Even though the story will stick to the storyline of the book, the development team is incorporating subquests throughout the adventure and offering new solutions to the puzzles and problems that the characters in the novels have faced, so don't think that because you've read all the books you'll know how to advance through the quest.

The Lord of the Rings, Part One should be on shelves this November when the first film hits DVD and the second movie releases in theaters.

— Craig Harris ■



Details ::

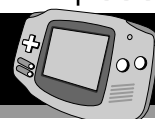
Publisher :: Universal Interactive

Developer :: Pocket Studios

of Players :: 1

Genre :: RPG

Release Date :: November 2002



Game Boy Advance :: Preview

SPYHUNTER

Cue the Peter Gunn theme – Midway's reviving a classic brand on the Game Boy Advance.

As many of you who own a Game Boy Advance have already figured out, the Game Boy Advance is just brimming with classic game names. It's the name that sells the game, and Midway's latest recognizable brand title for the GBA is *SpyHunter*...a name that should be hugely familiar to both classic gamers and current console owners alike. After all, Midway recently relaunched the name as a popular action title for PS2, Xbox, and GameCube.

The GBA version of *SpyHunter* is as close to a representation of the console update as you're going to get on the handheld system. The game, developed by Midway's recently-formed internal Game Boy Advance development team, puts players in the cockpit of an advanced vehicle just oozing with tons of weaponry...both offensive and defensive. Each mission challenges players to drive through hazardous terrain blasting badguys without harming the innocent bystanders that tend to saturate these dangerous highways. But the road will quickly change to river in certain locations...luckily, your vehicle comes equipped with a morphing ability, which alters it to a skimming watercraft to adapt to the surroundings.

The GBA game will also mimic the console's two player "Chicken Run" competition: by linking two systems together, players will drive along the same street blasting huge flocks of chickens that wander the road. The player who fries the most chickens is, obviously, the winner.

Even though the Game Boy Advance doesn't exactly have the horsepower to push the same 3D graphics that the console versions are, the development team responsible for the portable rendition has worked within the system's limitations for its game engine. The smoothly-flowing terrain uses the familiar Mode-7 technique, but the programmers also throw in a handy rolling-hill effect so the land doesn't come off all flat like the Old World.

The one real disappointing trait of the GBA title: it won't feature a port of the actual classic arcade game. That's a real drag, but the developer is trying to remedy this by creating an "arcade mode" that utilizes the updated game engine. Basically, it's the arcade game done in 3D. It won't be quite the same...but at least it's something. – Craig Harris ■



Details ::

Publisher :: Midway

Developer :: Midway

of Players :: 2

Genre :: Action

Release Date :: June 2002



Game Boy Advance :: Preview

DRIVER 2

It's like Grand Theft Auto 3, without the blood splatters.

Driver 2, a popular PlayStation title that hit the system last year, put players in the role of an undercover cop hired to run jobs for the underground crime world. As Tanner, players took on a variety of missions and game-play modes through massive city streets; objectives included tailing baddies and delivering goods from one end of town to the other. Sennari Interactive, the development company responsible for lesser-advanced GBA games including *Powerpuff Girls* and the *Sports Illustrated for Kids Baseball* and *Football* titles, have taken the daunting task of recreating the action of the console title for the Game Boy Advance.

The PlayStation version of the game featured a polygonal engine, something far from what the Game Boy Advance hardware can handle, so Sennari is creating a raycasting engine for the portable rendition. Raycasting engines have been in used in GBA first-person shooters such as *Doom*, *Ecks vs. Sever*, and *Dark Arena*. The raycasting engine being created for *Driver 2* will feature a lot of nifty special effects such as smoke and shadows. To continue the illusion of 3D, vehicles and road objects are rendered in several directions so they can be displayed at as many camera angles as possible. The game engine will prominently feature realistic driving physics, and vehicular damage will be graphically represented as well.

All of the gameplay modes from the PlayStation design will be included in this action game, so if you get sick of running missions, you can take it easy in mini-game modes such as Trailblazer, Checkpoint, Capture the Flag, and Survival. There will also be a massive load of multiplayer options that allow up to four players to show each other who's the best driver for the job.

Driver 2 speeds its way onto the Game Boy Advance this summer. — **Craig Harris** ■



Details ::

Publisher :: Infogrames

Developer :: Sennari Interactive

of Players :: 4

Genre :: Action

Release Date :: August 2002



Ivan Sulic

(please, for the love of God, take a new picture of me.)

This Month in PC ::

Hello my beloved children and adult children. We gamers are nearly upon the greatest event of the season, the fabled and frantic Electronic Entertainment Expo. It's there that the big names proudly strut their wares, wooing their favorite retailers. And it's there that we indulge ourselves in excess amounts of alcohol, barely playable alpha builds, lots of noise, the seduction of booth babes, and the pressure of hourly deadlines. But is it any good?

Perhaps I'm growing jaded in my aging decrepitude (all 21 years of it), but I find events such as these to be a big waste of time, at least as far as the public and media are concerned. People show games, we play games, we neglect games, you only read about a couple of games. Wow, so much is accomplished, huh? That's a lot of product getting lost in the shuffle, a lot of product slipping through the cracks. The end result is a lot of people going home unhappy and drained...And I like happiness.

But screw it, right? The point is to check progress on those titles normally tightly held behind closed doors, to give impressions on anything and everything, not guiltily whine about not covering 90% of Kentia hall. And I'm all about the point.

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.



Featured Preview ::

039 :: Highland Warriors

Also In This Issue ::

040 :: Preview: Legion

041 :: Preview: Shining Lore



Preview: Legion

The makers of Europa Universalis take you back to the glory that was Rome.



Preview: Shining Lore

Fruity console goodness in a massively multiplayer online setting.

Editor's Most Wanted ::

- 1 :: Kakuto Chojin
- 2 :: Next Season of Angel
- 3 :: Spider-Man DVD
- 4 :: Knights of the Old Republic
- 5 :: Soldier of Fortune II

Office Abuse ::

Dude, don't even try turning my computer on...I told you, it takes a random and complex series of toggles, switches, and kicks to boot it. But it's still better than my last one.



PC :: Preview

HIGHLAND WARRIORS

Data Becker hopes to succeed where Red Lemon failed miserably.

The Middle Ages were a good time for violence. There was plenty to go around for all involved what with the axe chopping and sword swinging and eye stabbing. If you wanted to test your strength and cunning against an enemy, chances are one was waiting around the corner for you, bludgeoning some small animal to death. Such was the way in the area commonly referred to as Scotland and not so commonly referred to as Alba. There were wars here and wars there for freedom and for the hell of it. Now Data Becker is hoping to bring some of the strategy and war from that time to your computer minus any actual danger to your person.

Highland Warriors takes place during some of Scotland's rockiest years from its formation in 843 under Kenneth McAlpin into the Kingdom of Alba to the time of jolly old Edward I who came along and tried to crush the collective will of the Scottish people under his grimy little boot. But as you may know, the Scots are a proud and resilient sort of people (look at Begby in *Trainspotting*) and didn't really take too well to being lorded over. In stepped Robert the Bruce and William Wallace (Braveheart himself) and a gang of other rabble rousers to set things right and declare that England will never take their freedom.

Players will get to take control over one of the game's four factions. These include the Highlanders, the English, and the Mystique and Merchants clans. Fight for your right to party over 30 single player missions and an infinite number of multiplayer ones thanks to the editor included with the product. Each of these clans has different characters with different knowledge and abilities to go along with the power base of their clan (think commerce, diplomacy, or war). The clans also have different units that will have their own specialties and earn experience point when used in battle making all of your men a little less expendable than they used to be. To add to that sense of attachment to your units, each type of unit can be upgraded to suit your needs.

The game will be rendered in full 3D as most of you would probably expect by now through the ATLAS engine developed specifically for *Highland Warriors*. The engine will be able to show up to 200,000 polygons at the same time without a loss of performance. Expect character models, buildings and trees to be detailed not only in this respect but in texture as well.

Expect to see more on the game after we get a glimpse of gameplay at E3 and look for *Highland Warriors* to release to stores this fall. — **Dan Adams** ■



Details ::

Publisher :: Data Becker

Developer :: Data Becker

Genre :: Real-Time Strategy

of Players :: up to 8

Release Date :: Fall 2002



PC :: Preview **LEGION**

The makers of *Europa Universalis* take you back to the glory that was Rome.

Our own thoughts on *Europa Universalis* should be clear enough by now. In the short space of a year, the Swedish developers of Paradox Entertainment have launched themselves onto the North American gaming scene with one of the most addictive, comprehensive and downright enjoyable strategy epics we've ever played. Now, in conjunction with Slitherine and Canadian publisher Strategy First, they're taking the success of *Europa Universalis* and adapting it to tell the history of Rome.

Roma. Before it was the center of the known world, it was just a small city-state on the Tiber. Over centuries of republican rule, the small city-state grew through an elaborate system that combined diplomacy, patronage and outright military force. As the Republic gave way to the Empire, forces outside and inside Rome conspired to bring about her downfall. And this May, with *Legion*, you'll be in charge of it all as the shaper of Rome's destiny.

The game features a strategic element as you negotiate the various paths to enlarge your empire. As you gain control over more territory (through the capture of cities), you gain more resources and find yourself faced with new threats. Scenarios recreate the Roman achievements and failures in the Gallic Wars, the invasion of Britain and other notable episodes of Roman history. Each nation that took part in the real struggles of the ancient world are recreated here, from the Sabines to the Carthaginians to the Greeks and their various attitudes and units are equally distinct.

Those of you with greater interest in the tactical side of Rome's conquests will be served by the game's battle engine. Battles take place in real time but you'll have no control over your troops once the fight begins. As a

commander, it's merely your job to ensure that the right forces arrive at the battlefields on time. From here you'll determine initial starting positions for each of your forces and set general rules of engagement for each unit. Once the battle starts, you'll just have to sit back and see if your pre-planning pays off.

Although the developers place a high priority on historical accuracy, they stress that this is not a historical simulation – it's a game. As such, gameplay always takes precedence over reality. This opens up the doors for many compelling "what if" scenarios in which Hannibal marches on Rome or the Jewish War spills over into Asian Minor.

The game currently lacks the polish of *Europa Universalis* but Paradox is aiming for a very low system spec. *Legion* currently runs on Pentium 1 machines with a mere 32 MB of RAM. No final decision has been made regarding multiplayer, but the team is focusing more on the single player aspects of the game. It's unlikely that multiplayer will be included by the time the game launches.

– **Steve Butts** ■



Details ::

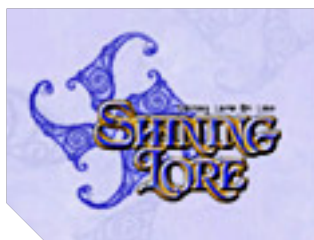
Publisher :: Strategy First

Developer :: Paradox/Slitherine

Genre :: Real-time Strategy

of Players :: 1

Release Date :: May 2002

**PC :: Preview**

SHINING LORE

Fruity console goodness in a massively multiplayer online setting.

The Kingdoms of Earth and Ocean were at war. The Ancient God was summoned down from the moon to crush the Ardran civilization. Two heroes sealed off the God's power source, the ocean, and the world became a dry desert. Hundreds of years later, the descendants of the heroes travel through time to kill the Ancient God and resurrect the ocean. The death of the Ancient God ushers in a new age and a new and more mysterious peril.

Pretty standard stuff, huh?

While our console brethren have been content with their *Phantasy Stars* and *Final Fantasies*, console-inspired MMOs have been missing from the PC. But bright and colorful graphics and big-eyed avatars are only half the story. The game will also feature lots of interesting nods to the world of consoles: pudding slimes for food, cute bunny monsters, and a princess of gourmets with a frying pan.

The game is divided into five continents. Enterole, land of fire and desert, consists of savannah and oases on plains, and is home to the Sand King Rogue and numerous ancient ruins. Derre Metalika, the mechanized Land of Lightning, is a group of islands linked to form a single continent. Characters who prefer more natural settings can hang out in the treetop cities of Ark Foresta. Tropika takes the action underwater, while Frodia features windswept plateaus. Finally, the floating island of Pandora is a huge machine-city that is the heart of the Ardran unity movement.

The world of *Shining Lore* is based on an elemental system and your character will have a strong affinity to one of the game's five basic elements: earth, fire, water, wind and lightning. When you begin creating your character you'll



answer a series of questions to determine your elemental allegiance and attributes.

Your character's progression is measured along five job paths – fighter, cook, designer, engineer and alchemist. Fighters (who are divided into classes based on weapons) get experience from killing things. Designers create armor and engineers create weapons. Cooks are sort of the healers of the game as they will be able to prepare all manner of restorative meals. But they have offensive abilities as well. Imagine a truck load of steamed vegetables being dropped on your head. Alchemists help out all the manufacturing jobs by adding special bonuses to their items. You'll progress through each of these jobs at the same time, so for instance you can be a level 5 fighter, level 3 cook and level 2 alchemist. Whether you specialize in one job or try to do a bit of everything is up to you.

The game has lots more going for it: virtually limitless clothing options, cool mini games, player-owned houses and a batch of other features. Look for more information on IGNPC soon. – **Steve Butts** ■



Details ::

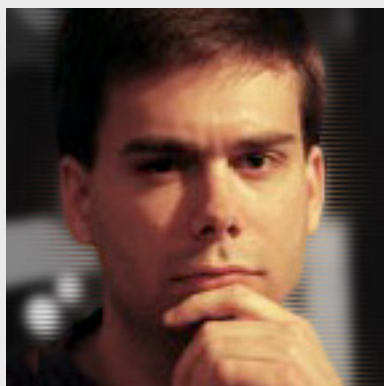
Publisher :: Phantagram

Developer :: Phantagram

Genre :: Persistent Online RPG

of Players :: Massively Multiplayer

Release Date :: October 2002



Brian Zoromski

This Month in Entertainment ::

May has arrived, and with it the summer movie season. By the time you read this, *Spider-Man* will be in theaters and the latest *Star Wars* prequel will be there as well. And coming in the weeks after are some cool-looking flicks, including *Insomnia* (the latest from *Memento* director Chris Nolan) starring Al Pacino, John Woo's *Windtalkers* (finally getting released this June) and Spielberg's *Minority Report* (which has the potential to be a really great Philip K. Dick adaptation). We'll see a live-action *Scooby-Doo* (or at the very least millions of little kids will flock to see it); *Sum of All Fears*, which several of the IGN FilmForce staff have seen in advance and really liked (personally I still can't get past the idea of Ben Affleck as Jack Ryan); Ben's buddy Matt Damon trying out as an action hero in *The Bourne Identity*; and a new Adam Sandler movie (hopefully better than *Little Nicky*) called *Mr. Deeds*. And that's all in just May and June alone. Should be an interesting start to the summer.

Now open 24 hours!
<http://entertainment.ign.com>



Featured Movie Preview ::

043 :: The Sum of All Fears

Also In This Issue ::

044 :: Gear Preview - SuperPad Pro

045 :: DVD Previews - Memento: Limited Edition, Harry Potter



SuperPad Pro Sneak Peak

We get a chance to check out InterAct's upcoming GCN controller.



Harry Potter

The number two top-grossing film in the world is headed to DVD.

Editor's Most Wanted ::

- 1 :: The Hulk
- 2 :: Mr. Show - The Complete First and Second Seasons (DVD)
- 3 :: xXx
- 4 :: Adaptation
- 5 :: Minority Report

Office Abuse ::

Brian has more unwatched DVDs than ones he's watched, yet he still feels compelled to keep buying more.



FilmForce Movie :: Preview

THE SUM OF ALL FEARS

27,000 nuclear weapons... One is missing.

Based on the novel by Tom Clancy, *The Sum of All Fears* stars Ben Affleck as CIA Analyst Jack Ryan and Morgan Freeman as CIA Director William Cabot. The film is billed as a chillingly realistic portrait of what could happen if a nuclear weapon fell into the wrong hands.

Published in 1991, Clancy's *Sum* was on the NY Times bestsellers list for over six months and has sold over six million copies. It is the fourth of Clancy's best-selling novels to be adapted for the screen by producer Mace Neufeld, who also produced *The Hunt for Red October*, *Patriot Games* and *Clear and Present Danger*.

Phil Alden Robinson directs the picture from a screenplay by Paul Attanasio and Daniel Pyne. Affleck and Freeman star along with James Cromwell, Liev Schreiber, Alan Bates, Philip Baker Hall, Ron Rifkin and Bruce McGill.

Early word is extremely positive on this flick. We caught an early screening of this flick and were pretty impressed. KJB says, "Affleck is a great Jack Ryan, and the film is better than either of Harrison Ford's Clancy adaptations." He says the film is on par with *Hunt for Red October*, and in my book that's saying a lot.

— Brian Linder ■



Movie Info ::

Genre :: Action Thriller

Rating :: PG-13 for violence, disaster images and brief strong language.

Release Date :: May 31, 2002

Starring :: Ben Affleck, Morgan Freeman

Director :: Phil Alden Robinson



Gear :: Preview

SUPERPAD PRO SNEAK PEAK

We get a chance to check out InterAct's upcoming GameCube controller. Why wait for E3 when you have Unplugged?

Why are there third party controllers? Simple question, but think about it. How many such controllers have actually ever been an improvement over the original? I mean, most are pretty ridiculous: silly design, horrible construction, and generally terrible operation. There have been, however, a few genuinely good ideas to come down the pike. Recently, the good folks at InterAct stopped by to give us a glimpse of what they'll be unveiling at E3 later this month: the SuperPad Pro.

The SuperPad Pro will be the company's second controller for the Nintendo GameCube. The previous model, the SuperPad, enjoyed only a... lukewarm... reception by the press. InterAct listened to the criticism, went back to the drawing board, and came up with a radically reworked pad. And it looks as if they might have gotten it right this time around.

As you can see, the SuperPad Pro is not terribly different than the official controller in terms of design. The main buttons and analog sticks are similarly placed and the general layout is nothing new. This, however, is a good thing. InterAct more or less kept all the good elements and built from there.

You will notice immediately that one of the big changes is a reworked D-pad. In lieu of Nintendo's cross-shaped pad, the SuperPad Pro gets a concave control that is appreciably larger. Your thumb tip rests naturally within the contour and movement is very natural. There's not much travel in the D-pad, and it initially feels as if it might not work very well, but after you plug it in you realize that is simply sensitive. How does it compare with the official D-pad? That's a question that will be answered in the full review, which should post shortly after E3.

InterAct put a lot of work into the left analog stick. While the stick is pretty much the same size as Nintendo's, it has a more convex tip with a smooth surface, as opposed to the ringed rubber on the original. In order to optimize control, InterAct devised a "Precise" control. This three-position slider (Off, Lo, and Hi) changes the sensitivity of the analog stick. InterAct was very clear that it does not create a dead zone, in which the analog simply doesn't respond, but rather actually recalibrates the stick. Set it to Lo and the control is a bit less responsive; set it to Hi and it is even less responsive. This feature worked pretty well with *Burnout*, where twitchy movement can get you into trouble, but in many games, i.e. *Super Monkey Ball*, you want extremely sensitive control. Nonetheless, it's

nice to see time and effort go into something like this as opposed to some silly slo-mo feature

While the overall shape is close to the original, the SuperPad Pro is slightly larger. The handles are noticeably thicker, with rubber grips wrapped around the bottoms. It feels like a Nintendo pad on steroids for a few months. My paws are fairly large and I found the SuperPad Pro a bit more comfortable than the official model.

InterAct wisely decided to keep the price at the same point. With an MSRP of \$19.95, you get a whole lot of controller for about fifteen bucks less than the official counterpart. I'm not sure that the SuperPad Pro is a worthy *replacement* to the GCN controller, but at this price it deserves serious consideration as a secondary pad.

Look for a full review, complete with all the Fran-speak you can stomach shortly after E3. — **Mike Wiley** ■





DVD :: Preview **MEMENTO: LIMITED EDITION ::**



One of the best movies of 2001 is seeing a new edition this month in the form of a two-disc "Limited Edition" from Columbia TriStar. The set will also feature a cool book-like packaging to hold both discs.

Canadian DVD owners had a cool special feature on their original Memento where they were able to view the scenes in chronological order. This feature won't be selectable as normal on this new DVD, but it may show up as an Easter Egg.

DISC FEATURES ::

- Limited-Edition, Two-Disc Set
- Remastered in High Definition
- Widescreen Presentation
- Director's Commentary
- Director's Script
- "Anatomy of a Scene" Sundance Channel Documentary
- Production Stills and Sketches
- Theatrical Trailer, International Trailer and TV Advertising
- Audio: DTS, English 5.1 (Dolby Digital), and 2-Channel (Dolby Surround)

DVD Info ::

Price :: \$27.95

Release :: May 21, 2002

DVD :: Preview **HARRY POTTER ::**

The number two top-grossing film in the worldwide box office is headed to DVD this month and it's going to be packed with special features. The two-disc set will be available in both widescreen and full screen editions, and you'll find all of this on the discs:



DISC ONE ::

- Dolby Digital 5.1
- Trailers

DISC TWO ::

- Never-before-seen footage
- 360 degree tour of Hogwarts, including the Gryffindor Common Room, The Great All, Harry's Room, and Hagrid's Hut.
- New interviews with Chris Columbus and Producer David Heyman.
- Learn how to play Quidditch with an original Quidditch montage featuring Oliver Wood and Harry.
- Catch a Snitch with your remote.
- Meet the Ghosts of Hogwarts.
- Watch a scene in eight languages.
- Potions creation game.
- Reveal the secret in the Mirror of Erised.
- Transfigure objects, open a screaming book, enjoy video highlights of students and professors, and much more.

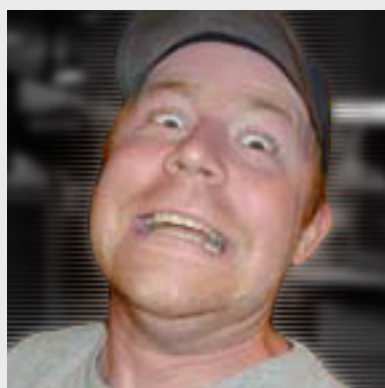
DVD ROM FEATURES ::

- Be sorted by the Sorting Hat.
- Collect Wizard Trading Cards
- Download Flying Owls in the Great Hall, Quidditch Screensavers, and your own Remberall.
- Receive Owl e-mail messages.
- Game demos and much more!

DVD Info ::

Price :: \$26.99

Release :: May 28, 2002



Chris "El Sexo" Carle

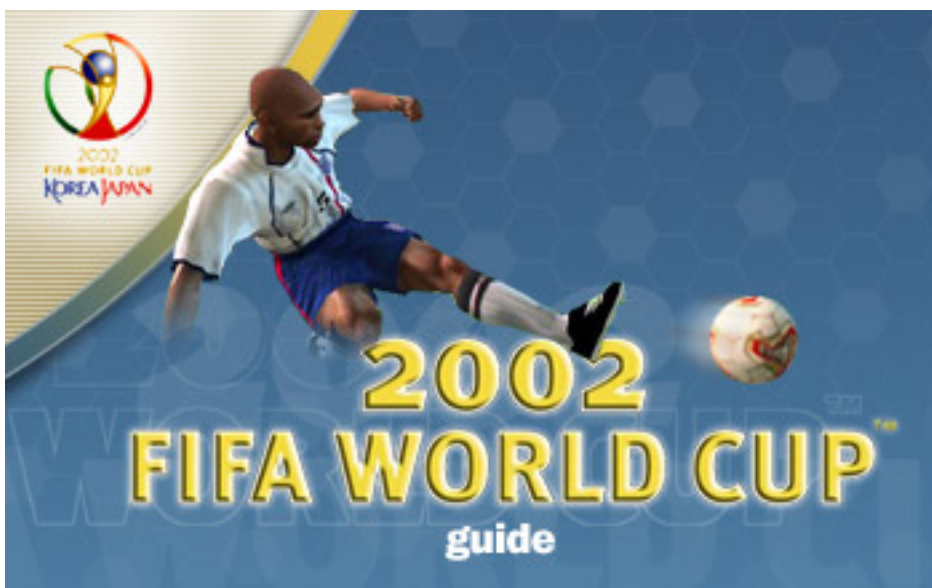
This Month in Codes ::

Every four years, something special happens. No, it isn't the U.S. presidential elections. No, it's not a leap year. Nope, it's not even another Elizabeth Taylor wedding. I'm talking about soccer. Football. The World Cup! For an entire month, the world comes together to celebrate soccer...in one tourney to rule them all.

Fortunately, we got a jump on the main event this year with the release of EA's excellent Cup companion, *2002 FIFA World Cup*. This special edition title allows your team to compete in the Cup, in authentic stadia scattered throughout Japan and Korea, the sites of this year's tournament. And we've concocted a mini-guide to help you take your favorite team to the finals...before the Cup is even played! Find offensive and defensive tips, a roster comparison and even a couple secrets in the pages that follow.

In addition to the guide, we've got quality codes on tap for you as well. Codes for the newly-released *Resident Evil* (GCN), *Freedom Force* (PC), *Tiger Woods PGA Tour 2002* (PS2), *Onimusha 2-Import* (PS2), *Jedi Knight II* and more. So strap on some cleats and let's head to the pitch. It's ball-scuffin' time.

For more codes, guides, corpses & more, visit
<http://codes.ign.com> or
<http://guides.ign.com>.



Featured Guide ::

051 :: 2002 FIFA World Cup

We've got offensive and defensive tips, our take on the most delightful squads, a U.S. roster comparison...plus what you get when you finally beat the Cup.



Resident Evil (GCN)

Hidden costumes, real survival mode, get the rocket launcher and more.



Freedom Force (PC)

Cheat Commands-a-plenty: Add CP, Add Prestige, All Powers.

Editor's Most Wanted ::

- 1 :: Hunter: The Reckoning (Xbox)
- 2 :: Animal Crossing (GCN)
- 3 :: Medal of Honor: Frontline (PS2)
- 4 :: NCAA Football 2003 (PS2)
- 5 :: Strident (Xbox)

Office Abuse ::

Chris is a big snake movie addict: Anaconda, Python, Conan the Barbarian...it's all good. He can't wait for the upcoming release of Boa, starring Dean Cain.



Deus Ex: The Conspiracy (PS2)

Cheat List

To activate a cheat, go to the Goals/Notes/Images screen and press: L2, R2, L1, R1, START, START, START. This will bring up a menu with these options:

- God
- Full Health
- Full Energy
- Full Ammo
- Full Mods
- All Skills
- Full Credits
- Tantalus

Freedom Force (PC)

Cheat Commands

Locate the INIT.PY file in your Freedom Force/System directory. Open up the file in Notepad. It will appear as a blank file with no text. Add the following lines of text and then save the file:

```
import ff  
ff.CON_ENABLE=1
```

This will allow you to access the debug mode in the game and enter the cheats.

Load up the game as normal and go into the "Database" screen when you're at your base. Hit the "~" key and the debug window will pop-up. Type in the following at the command lines to alter your game:

Add CP

At the debug screen, type:

```
Campaign_AddCP(hero_name,amount)
```

The superhero's name should be in lowercase with underscores separating a multi-word name ('minute_man', 'the_ant')

Add Prestige

At the debug screen, type:

```
Campaign_AddPrestige(number)
```

The number you enter will be the amount of Prestige points you'll acquire, so Campaign_AddPrestige(10000) will give you 10,000 Prestige points.

All Powers

At the debug screen, type:

```
DEBUG_ALLPOWERS=1
```

This will enable all special abilities and powers for the current team.

ONIMUSHA 2 - IMPORT (PS2)

Unlock Easy Difficulty

To unlock Easy difficulty, die three times on any other level of difficulty and continue. It's the game's way of telling you that you suck.

Unlock Hard Difficulty

To unlock Hard difficulty, complete the game once.



ONIMUSHA 2 - IMPORT (PS2) cont.

Unlock Man in Black Mode

To unlock Man in Black Mode, beat the game once. The Man in Black Mode allows you to play the game as the man in black. Run through the game and collect film rolls in order to unlock game FMVs.

Unlock One-Hit Kill Mode

To unlock One-Hit Kill Mode, beat Team Onimusha Mode. One-Hit Kill Mode is the same game, except you can only damage enemies with one hit kills.

Unlock Team Onimusha Mode

Beat the game once to unlock team Onimusha Mode, a special mini-game that allows you to play sections of the game through with a series of characters.

RESIDENT EVIL (GCN)

Hidden Costumes

Beat the game on different difficulty settings with either Chris or Jill to get the closet key. You will find it in your item box when you start a new game and you can use it to put on some sexy new costumes for Jill – and to get some new duds for Chris as well. Each difficulty setting will get you different costumes, so be sure to play through the game multiple times to get it all.

First time Jill: Commando outfit

Second time Jill: Outfit from RE3: Nemesis

First time Chris: Casual gear

Second time Chris: Outfit from RE CODE: Veronica

Real Survival Mode

The hidden mode, Real Survival, is unlocked automatically when you beat the game with either Jill or Chris. Basically, it gets rid of the magical ability of the item box. So if you put an item into one item box, you can only take it out of the same one. No magical beaming. This makes the game a whole lot more difficult – but also a lot more tedious.

Invisible Enemy Mode

Clear the game on Hard mode to unlock the Invisible Enemy Mode. In this mode, you can only hear the zombies – they will be invisible until you make contact with them. Have fun. *Submitted by - zcaps57*

Kamikaze Zombie

To unlock the kamikaze zombie, beat the game with both Chris or Jill at either Normal or Hard difficulty. When you play the game again, you'll find that some enemies in the game have been replaced by "kamikaze zombies," who dog you around the mansion. These pesky buggers can't be shot, or they'll explode and level the mansion. Playing against a kamikaze zombie is a true test of your skills.



RESIDENT EVIL (GCN) cont.

Rocket Launcher

Remember the Rocket Launcher? To use this ultra-powerful weapon, you have to beat the game once with Chris or Jill in less than three hours in Normal or Hard mode. It's tough, but it can be done. Once you've completed the game (don't forget to save!), you can start a new one with the Rocket Launcher to really kick some zombie ass.

Samurai Edge

Beat the game with either Chris or Jill in less than five hours (total playtime) in Normal or Hard mode and you'll be able to use the Samurai Edge, an upgraded handgun with unlimited bullets.

SCORPION KING: SWORD OF OSIRIS (GBA)

Debug Mode

To access all levels in this adventure, enter the following password:

Blue, Green, Green, Blue

This will bring up a debug menu with all levels available.

STAR WARS JEDI KNIGHT II: JEDI OUTCAST (PC)

Enable Cheats

Press and hold the SHIFT key, then press ~ (tilde). This will also hide the console.

Then type this in the console: HelpUsObi 1, and press ENTER. This will enable all cheats.

Cheat List

god - God Mode

noclip - Noclip Mode

give all - Get all weapons

notarget - Enemies can't see you

timescale x - Speed up or slow down the game. (Regular speed is x = 1, x = .5 is half speed, x = 2 is double speed)

map saberColor 1, 2, 3, 4, 5 etc.

Get Force powers with these cheats (Note: they can be set to level 1-3):

setForceJump

setSaberThrow

setForceHeal

setForcePush"

setForcePull"

setForceSpeed"

setForceGrip

setForceLightning

setMindTrick

setSaberDefense

setSaberOffense

setForceAll



STATE OF EMERGENCY (PS2)

Weapons Unlocking List

Weapons can be unlocked individually during gameplay. Press the buttons listed to activate the corresponding weapon:

AK47: LEFT, RIGHT, DOWN, R2, TRIANGLE
 Flamethrower: LEFT, RIGHT, DOWN, R1, CIRCLE
 Grenade: LEFT, RIGHT, DOWN, R2, SQUARE
 Grenade Launcher: LEFT, RIGHT, DOWN, R1, SQUARE
 M16: LEFT, RIGHT, DOWN, R2, CIRCLE
 Minigun: LEFT, RIGHT, DOWN, R1, TRIANGLE
 Molotov Cocktail: LEFT, RIGHT, DOWN, R2, X
 Pepper Spray: LEFT, RIGHT, DOWN, L1, SQUARE
 Pistol: LEFT, RIGHT, DOWN, L1, TRIANGLE
 Rocket Launcher: LEFT, RIGHT, DOWN, R1, X
 Shotgun: LEFT, RIGHT, DOWN, L2, TRIANGLE
 Tazer: LEFT, RIGHT, DOWN, L1, CIRCLE
 Tear Gas: LEFT, RIGHT, DOWN, L1, X

TIGER WOODS PGA TOUR 2002 (PS2)

Unlock Everything

To unlock everything, enter the code ALLORNOTHIN at the Password screen (in the Options menu).

Unlock Golfers the Easy Way

To unlock golfers without earning them, enter the cheats below in the Password screen (Options menu) to make the corresponding golfer available:

Super Tiger Woods: 2TREPUS01S
 Cedric "Ace" Andrews: TSWERDNA120
 Stuart Appleby: UYBELPPA160
 Notah Begay III: DYAGEB04E
 Brad Faxon: ENOXAF14D
 Jim Furyk: OKYRUF05R
 Lee Janzen: INEZNAJ11W
 Justin Leonard: RDRANOAE130
 Solita Lopez: GZEPOL10R
 Colin Montgomery: EYTNOM09E
 Kellie Newman: SNAMWEN172
 Jesper Parnevik: OKIVENRAPO2U
 Vijay Singh: SHGNIS03P
 Moa "Big Mo" Ta'a Vatu: 01UTAVAAT06T
 Melvin "Yosh" Tanigawa: WAWAGINAT07I
 Erika "Ice" von Severin: RVESNOV08G

Unlock All Courses.

Enter the Password GIVEITUP at the Password screen (Options menu) to unlock all courses.



2002 FIFA WORLD CUP™

guide

2002 FIFA World Cup doesn't waste your time with a lot of fancy modes and window dressing. You're here to win the World Cup. Period. This mini-guide seeks to help you do just that. We've got offensive and defensive tips, our take on the most delightful squads, a U.S. roster comparison...plus what you get when you finally beat the Cup. Let's get the ball rolling... ►





2002 FIFA WORLD CUP™

BEST TEAMS

Sure, all the teams are conveniently ranked for you in the game, but we've compiled a list of the squads that are the most *fun* to play with, for one reason or another.

1. Mexico: This spot would normally be dedicated to the Netherlands and the best unis of all time. However, since they did not qualify (sob!), I'm going to have to say that Mexico is the most fun to play with. Their wide-open style and ample mullets will make any avid soccer gamer giggle with glee.

2. Italy: One word. Inzaghi. Well, one more. Albertini.

3. Portugal: Rocketing up the world rankings, this is fresh team with a ton of talent. You might want to beat the World Cup with them here before they actually snag it from France in the real tourney.

4. Brazil: With three superstars in their lineup and a huge dose of history supporting them, Brazil is great to take through the tourney just for the nostalgia of it all.

5. Poland: Since I'm originally from Wisconsin, I feel right at home with all of these "ski" names. Oh, and yeah, Polish soccer just sounds funny to me.

6. Germany: Guess why I picked this team. Could it be because my boss's last name is Schneider? Could be, could be...

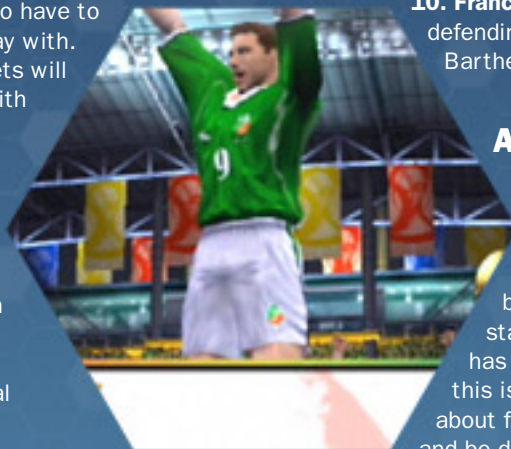
7. United States: Will anything make the U.S. into a legitimate soccer threat? Probably not, but with four consecutive World Cup appearances, they're starting to be less of a laughing stock. Make the impossible possible and win the Cup with them.

8. Argentina: Don't cry for these guys. The truth is, they never left you. All through those wild days, this mad

existence. They kept their promise...don't keep your distance.

9. Croatia: Not only are these bruisers quite delicious in the skills department, their Purina kit ranks as one of the best ever.

10. France: C'mon. It's fun to play as the defending champs, even if they are French. Barthez is the man.



A NOTE ON TEAM MANAGEMENT

Before you begin, take a gander at your roster. There may be some chaps riding the pine who have much better rankings than some of your starting players. This can be due to who has more caps, more seniority, etc. Since this is a videogame, you needn't be worried about football politics. Put the best player in and be done with it.

OFFENSE

Whenever your team has the ball, you're on offense. It's that simple. When your team possesses the ball, your goal is to somehow punch it into the old onion sack. The tips below should help you do just that.

THE CENTER IS THE KEY

Controlling the center of the field, especially near the mouth of the goal, is the key to victory. On some of the easier difficulty settings, it is possible just to march up the center of the field and score simply by dribbling well and using the sprint button liberally.

But in real life (anything over Amateur), you'll need to control the ball the old-fashioned way: with crisp direct passes, good placement of players and decent timing. One thing that can help keep you solid in the middle is a diamond formation for your midfielders. This sets up the passing lanes much better than a straight line. Another ►



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advantage is that you can pass back when you need to reset the play.

Your ultimate goal in controlling the center is to do so near the opposition's goal.

PASSING BACK IS A NECESSITY

This is mainly for the soccer novices out there. Sometimes to go forward, going backward is necessary. It allows you to look at the field, regroup and redistribute the ball to a less congested area.

USING THE CROSS

Crossing is a lot more difficult in this version than even *FIFA 2002*. If you find that you're really awful at it, switch on assisted crossing in the options menu to make this challenging feature of the game easier.

A cross is basically any pass that comes from the sides of the field and *crosses* into the center (in front of the net). In earlier versions of this game (like 2001), you could simply pop the ball up in front of the goal and shoot, and your player would make a spectacular bicycle kick or header.

Now, you have to be a lot more precise with it. Don't attempt a high, arching cross unless the player on the receiving end is open enough to receive it. To ensure this is the case, take a couple steps toward the center to draw some attention. Then make a soft lob over the defender. Near the goal, it is often better to trap the ball and deliver a laser shot than to try to pick the ball out of the air on the volley.

You can also cross on the ground. The best way to do

this is to run to a goalpost. When the goalie starts coming at you, pass diagonally back to a trailing player at the opposite side of the goal. Then punch it home and watch the party unfold.

MAKE RUNS

When a dotted line appears in front of a player, that is a potential run. Each version of the game has a specific button that will make that player run on the trajectory indicated. By making runs, you can time a pass and a moving player to arrive in the same spot at the same time, giving the player momentum toward the goal.

LEARN TO JUGGLE

Use Friendly matches to practice this valuable skill. If you can master the art of juggling, you'll not only score some impressive goals, but you'll make a lot more chances for yourself. Juggling is important when bringing down and redirecting high passes and crosses. Study the manual to learn how to do each technique. You won't be sorry.

BEND YOUR SHOTS

Bending your shots will result in a lot more goals, simply because a bent shot is a lot harder to deal with from the keeper's perspective. Certain players will bend shots automatically (the guys with the stars over their heads).

You can also bend a shot on a corner kick. Keep it low to the ground and bend the shot in toward the goal. Fill the power meter up to the 7/8 point and release. If you don't score a wicked goal, you'll likely create a rebound and second chance opportunity. ▶





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DON'T OVERDO IT

A light touch on your shots will benefit you greatly. Take a look at the shot meter while you're charging up a strike. Unless you're a considerable distance away from the goal (outside the goal box) or extremely close, a beefed-up shot will usually sail over the bar. This can result in excessive cursing, which can result in grounding, divorce, or setting a bad example for your children (depending on your station in life). A good rule of thumb is to never go above 3/4 of the power meter, unless you're outside of the goal box. Like waaaay outside the goal box.

KNOW YOUR STAR PLAYERS

Get the ball to your star player (or players) as often as possible. These guys are stars for a reason... they have the best skills. They shoot harder and more accurately, pass better and make better runs. The more you can feed them in close to the goal, the more they can do to help your squad.

DEFENSE

Conversely, when the opposite team takes control of the ball, every player on your team switches to defense. That means get the ball back as soon as possible, and continue trying to score.

YOU NEEDN'T ALWAYS MARK THE BALL

Don't think that you always have to defend the man with the ball. You can let one of your buddies (or the CPU) mark the ball holder while you try to collapse the passing lanes.

TACKLING TIPS

There are really only a few ways to get the ball back once your opponent takes possession. Tackling is one of them. However, most of the time when you tackle, you don't want to leave your feet. Use the conservative tackle most of the time, especially when challenging at close range or from behind. Even if you don't get the ball, you'll often shoulder charge the man, causing him to stumble slightly.

The only situation where this shoulder charge might not work for you is if your opponent is in free space breaking

toward your goal. If you shoulder charge in this situation, you may just end up stumbling yourself, allowing the offender to go medieval on your goaltender. No one wants that. To properly defend in this situation, whale on the sprint button until you're at least abreast of your mark, then utilize the conservative tackle.

Aggressive tackling (sliding) can be used to cut off a pass as in addition to taking the ball away from the opposition. If you can see where a pass might be headed, slide in its path to intercept the ball.

It can also be used to deflect a pass. If you see an opponent about to pass, and are unable to get to him to challenge, drop to a slide a few meters in front of him. You'll likely catch a ball in the face or chest, but you're digital, so fuggedaboutit!

DO NOT TACKLE FROM BEHIND

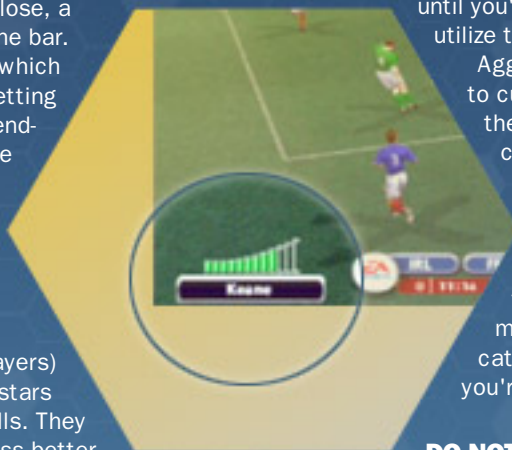
This is a good way to ensure a card. Unless you are absolutely beaten, do not slide tackle from behind. Playing a man down is only good in an orgy situation. In soccer, losing a player is critical. As in, your team will be in critical condition. If you slide (or hook) tackle from the side or the front, even if you miss the ball and are called for a foul, it will not be of the red variety. Heck, you probably won't even get booked.

WIN THE INSIDE, WIN THE GAME

The center stripe of the field, as indicated in the Offense section, is what you must control in order to dominate. Use diamond formations in the midfield to concentrate more bodies on the interior, then try not to take too many people out of position. Keeping guys in their respective areas is key. If playing with more than one person, utilize the marking strategy discussed above to really lock down the center of the field.

CLEAR, CLEAR, CLEAR

Whenever you're under heavy pressure near the goal mouth, the best option is to clear (it's the same control as the shoot button). Clear like there's no tomorrow. You can regroup and make lovely, crisp pitch-level passes later. For ►





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the love of God, get the ball out of the area. Your keeper will thank you.

USE THE GOALIE CHARGE WHEN BEATEN

The last line of defense is your keeper, and you can make him even more effective by utilizing the charge maneuver. This cuts down the angle and forces a tougher shot. Don't be fooled...if you're alone against a player on a breakaway, especially a quality forward, there might be little you can do to prevent a goal. But coming out of the net often flusters players (especially the ones who are flesh and blood). If you sit back and wait for someone to take a shot, you're giving him way too much to shoot at.

Note: Only use the goalie charge in a breakaway situation (i.e. someone streaking unhindered toward your goal). Pulling your goalie out in any other circumstance will get you burned, and good. You don't need your keeper wandering around willy-nilly while the rock is caroming around in the box.



DEFENDING SET PLAYS

On throw-ins, you can often tell where the throw is headed just by noting the position of the players on the field. Hover in the area you think it will be thrown to and step in front of the pass receiver at the last moment to intercept the ball.

On corners, make sure you have a guy on every single man in the box. If you see a dude standing alone, take control yourself and go cover him. If you're able to get your head on the ball, use the shoot button to charge up and blast it for maximum clearance.

If you're facing a free kick deep in your area, your players will automatically set up a wall. You can move this blockade back and forth by taking control of one of the players in the wall. The default set-up is usually the best, as it allows for the most vision for your goaltender. You might, however, want to consider tacking on an extra guy at the end of the wall to make a shot more difficult.

FORMATION SUGGESTIONS

If you get ahead in the game and want to keep your lead, it's not a bad idea to switch to a more conservative formation. The 5-4-1 is the ultimate in conservatism, but if you're just interested in tightening up your area, a 5-3-2 will probably be adequate. That way, you'll maintain a couple of forwards for a counter-attack, if that sort of thing interests you. Make sure to drop a stopper back (just toggle the Defence meter left and right) to insure that there's a last line of defense in front of your keeper.

You'll also want to switch your slider bar fully to defense. This will drop the line of defense back closer to the goal and help make sure that things are good and cluttered in front of the area.



ROSTER COMPARISON

Since a lot of the World Cup rosters were finalized after the game shipped, some of the squads may have slightly different lineups than you'd expect. However, most teams contain all the players that are available on the team either as subs or reserves. ►



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We'll use the U.S. team as an example. The list of 23 below is the lineup that the U.S. recently announced. We've indicated how these players appear in the game.

1=Starter, 2=Sub, 3=Reserve, N=Not in game.

1. Claudio Reyna (1)
2. Earnie Stewart (1)
3. Cobi Jones (2)
4. Joe-Max Moore (2)
5. Brad Friedel (2)
6. Kasey Keller (1)
7. Tony Meola (3)
8. Josh Wolff (2)
9. DeMarcus Beasley (2)
10. Chris Armas (1)
11. Landon Donovan (1)
12. Jeff Agoos (1)
13. Brian McBride (1)
14. Frankie Hejduk (3)
15. Eddie Pope (1)
16. David Regis (1)
17. Clint Mathis (2)
18. Carlos Llamasa (1)
19. Pablo Mastroeni (N)
20. Gregg Berhalter (2)
21. Tony Sanneh (2)
23. Eddie Lewis (1)
24. John O'Brien (3)

In addition, the game includes the following players not announced for the official U.S. roster. All we have to say is Preki, baby.

- Greg Vanney (2)
 Richie Williams (2)
 Steve Cherundolo (2)
 Ante Razov (2)
 Jovan Kirovski (3)
 Preki (3)
 CJ Brown (3)
 Chris Albright (3)
 Mike Petke (3)
 Jason Kreis (3)

- Bobby Convey (3)
 John Harkes (3)
 Chris Klein (3)

UNLOCK ALL-STAR TEAMS

So what do you earn if you survive the World Cup and emerge victorious? Well, depending which region you're from, you may unlock a brand new All-Star team composed of stars from your squad's portion of the globe. These teams will be available for use in Friendly Mode only. You won't unlock anything new by completing the World Cup run with teams from the same region. It doesn't matter what difficulty setting you win the Cup with, so if you want to blow through and win them all, just set the game to Beginner and rock on.

All-Europe Team: Europe, Oceania

All-Americas Team: N. America, S. America

All-Africa Team: Africa

All-Asia Team: Asia

– Chris Carle ■



One Year Down... ::

IGN Insider is just over one year old. Now it's time to reflect back and remember all the covers of Unplugged past. Yes, even the special Codes Edition that you all loved so much.

If you're reading this on your computer, just click on any of the issues to load up Unplugged from that particular month.

